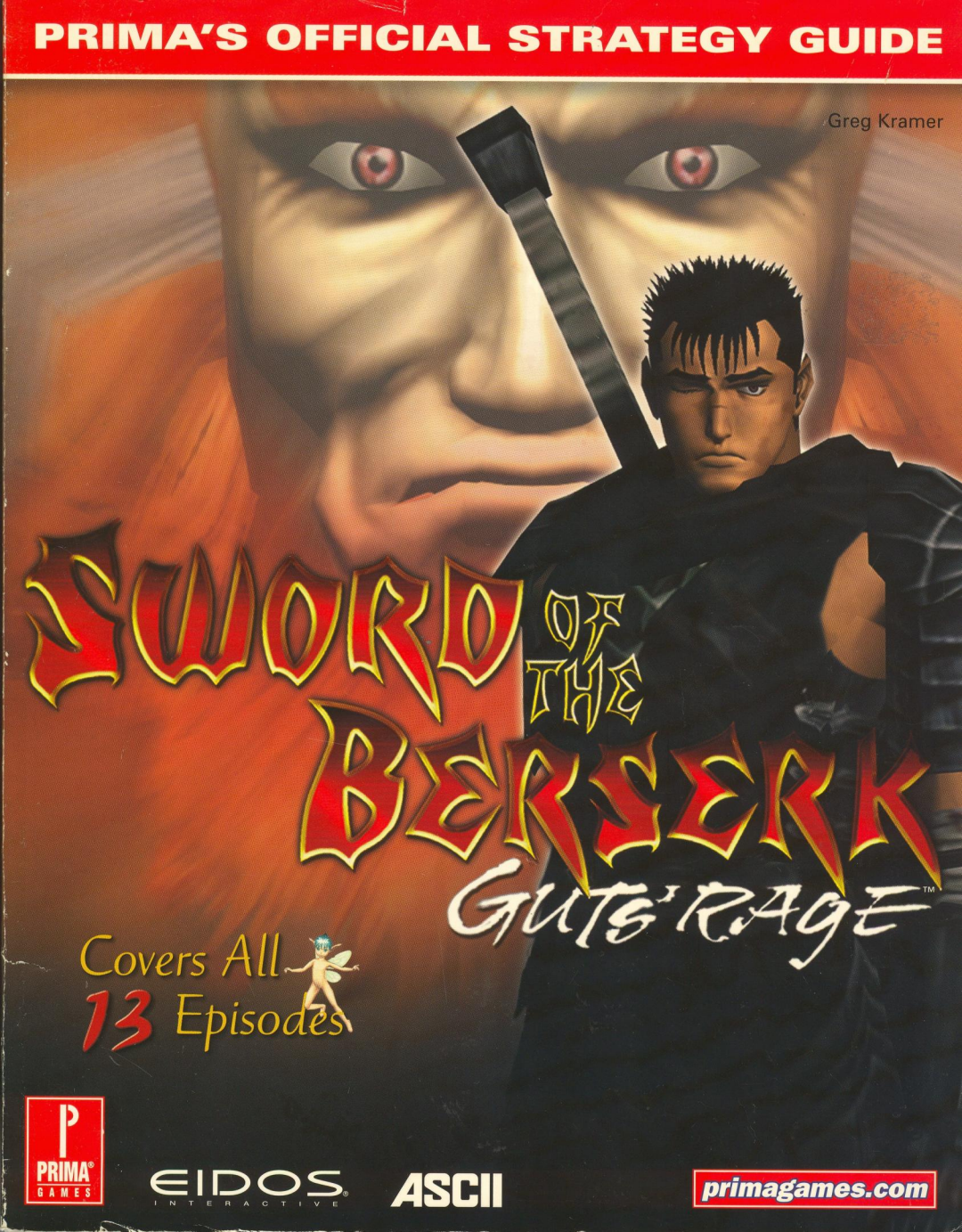


PRIMA'S OFFICIAL STRATEGY GUIDE

Greg Kramer



SWORD OF THE BERSERK GUTS' RAGE™

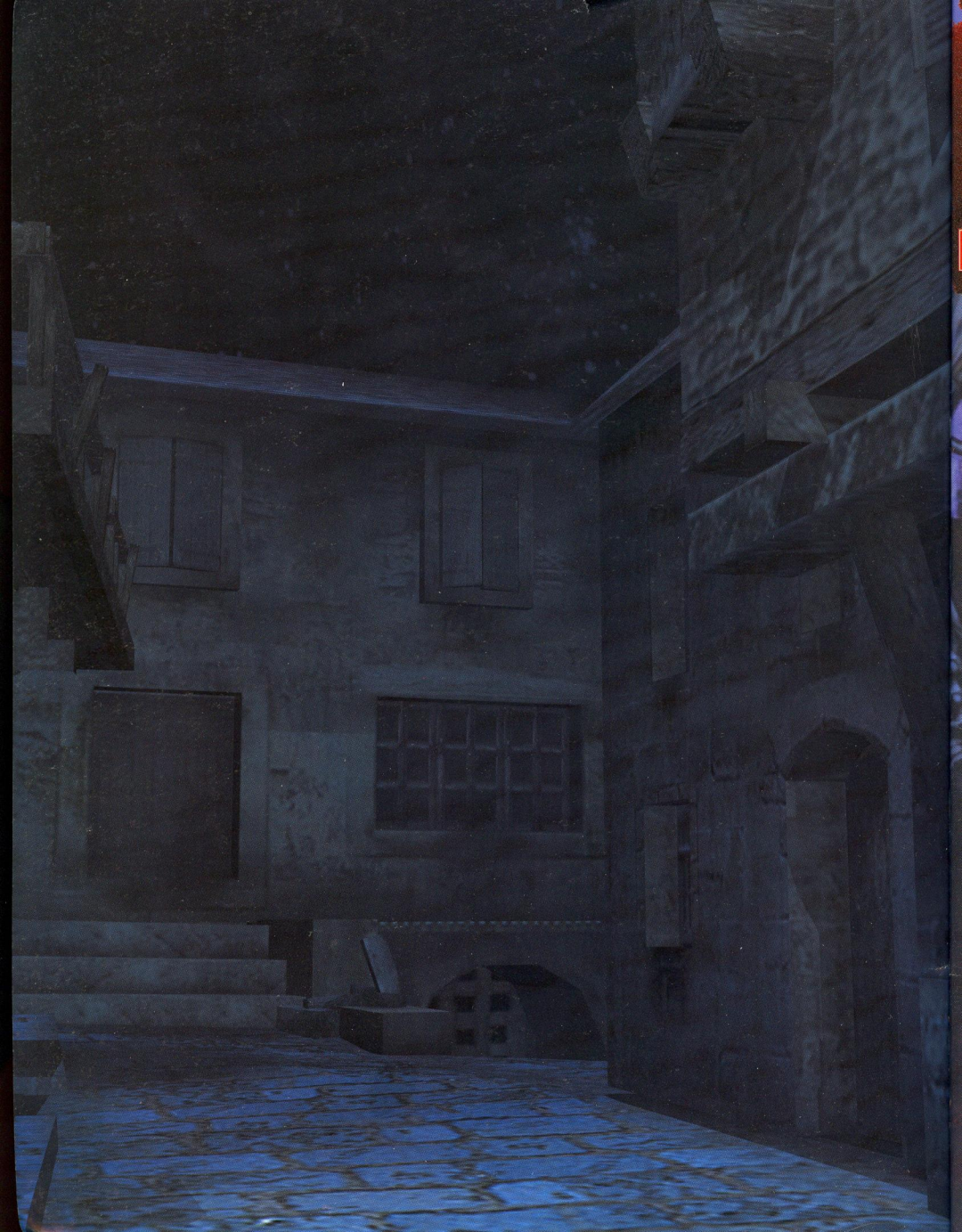
Covers All
13 Episodes



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SWORD OF THE BERSERK GUTS' RAGE



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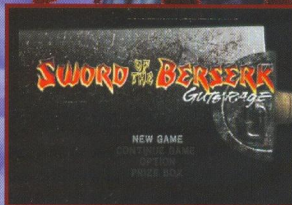
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Sword of the BERSERK Guts' Rage

The Main Menu

Through the Main menu, you begin new games, continue saved ones, access all of your options, and play with your Prize Box.



New Game

This selection initiates a new game from Episode 1. Note that the difficulty level is set at the current selection in the Options menu (see following "Options" section).

Continue Game

Continue Game loads the most recently played game. If the most recent was a saved game, you go directly to your latest save point (as memorialized on your VMU). If, however, your last game was a new one, Continue Game starts a new game.

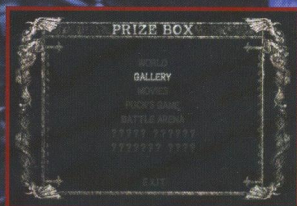
To resume your saved game after starting a new one, load the saved game file via the Options menu (see following "Options" section). Don't be alarmed if a new game loads in place of your hard-fought saved game; unless you specifically overwrote it, it's still there.

Options

This item opens the Options menu. For more detail, look to the next section.

Prize Box

The Prize Box contains bonus goodies granted when you reach milestones in the game. Each prize is hidden until



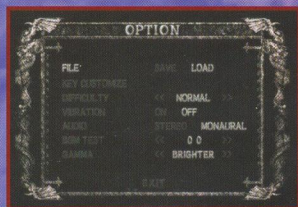
unlocked by playing the game. For full coverage of the Prize Box, see the Prize Box section of this guide.

The prizes are:

- **World:** Text entries describe the game's background story.
- **Gallery:** See pictures and biographical information on characters.
- **Movies:** View any of the cinematics you've triggered.
- **Puck's Game:** Play a mini-game as the sprite Puck.
- **Battle Arena:** Fight the game's bosses to achieve a high score and win cards in the Gallery.
- **Stage Select:** Start at any episode of the game.
- **No Limit mode:** All of your equipment is in infinite supply.

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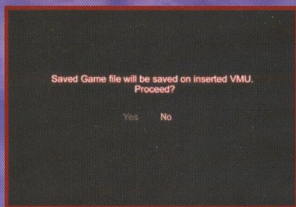
Options



Before even unsheathing your sword, set up the game's options to suit you.

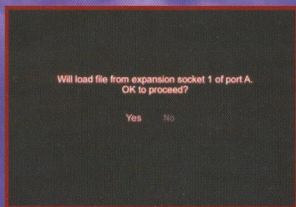
FILE

The File menu allows you to load and save selected games of your choice.



If you wish to save the most recent game onto your VMU, highlight "Save" and press **A**. If you have any previous

games saved on the VMU, you are alerted and asked if you want to overwrite. The VMU can only hold one saved game, so saving a new game always overrides previously saved games.



By default, the Continue Game command on the Main menu loads the most recent game. If, however,

you begin a new game (intentionally or not) you must manually load your saved game first to activate it via the Continue Game command.

KEY CUSTOMIZE

Here you can assign various functions to buttons on your Dreamcast controller. The default configuration is pictured:



You may assign a function to more than one button, but that means eliminating one of the game's other crucial controls. The commands available for assignment are:

- **Sword (With/Without):** Draw and put away sword.
- **Equipment:** Activate equipment items.
- **Jump:** Evade, jump over things, or use in combination with attacks or directional buttons.
- **Guard:** Defend against attacks from the front.
- **Attack 1:** Horizontal stroke (Swing).
- **Attack 2:** Vertical stroke (Slice).

Although you should take personal comfort and opinion into account, the default controls are quite well situated for optimum gameplay.



Sword of the BERSERK Guts' Rage

Difficulty

You may choose from the game's three difficulty levels—Easy, Normal, or Hard. Note that the difficulty level can be changed at any time by quitting a game, changing the difficulty setting, and reloading the saved game.

Enemy Strength

Difficulty levels alter your enemies' resistance to damage, strength, and attack accuracy.

Continues

Difficulty also changes the number of continues. For each section of the game, you are given a number of chances to continue after dying.

Whenever you use a continue, your equipment is reset to maximum. The continue allotments for each level are:

- **Easy:** 7
- **Normal:** 10
- **Hard:** 13

Equipment

Guts is limited in the amount of equipment he can carry; how high this limit is depends upon which

difficulty level you choose. Note that Throwing Daggers are unlimited. Otherwise, the equipment limits are:

Equipment	Easy	Normal	Hard
Fairy Dust (Life)	2	2	3
Hand Cannon	1	2	3
Grenade	3	5	7

Vibration

If you have a Jump Pack installed in your controller, this option lets you turn vibration feedback on or off. If you don't have a Jump Pack installed, you can't change this setting.

Audio

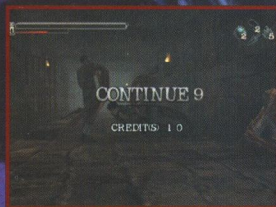
Audio output can be set for either stereo or mono, depending on your equipment.

BGM Test

Setting allows you to select an audio track from the game.

Gamma

You may set the game's gamma (or brightness) to Normal, Brighter, or Brightest.



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Interface

In the upper-left corner of the screen, there are two bars that represent Guts' current state.



Meters

The green bar on top shows Guts' health. As he takes damage, the green portion shrinks to the left. When there's no green left, Guts dies. Replenish health to full by consuming Fairy Dust.

Below the Health meter is the Berserk meter (red). Whenever Guts takes damage, the red indicator creeps to the right. When the bar is fully red, Guts goes Berserk (see "Them's Fighting Moves"). When this happens, the bars switch scale: the Berserk meter becomes large, and the Health meter becomes small.



When Guts goes Berserk, the screen and his eyes glow red with blood-lust. The meter

depletes in about two minutes, during which time attack power and speed are increased, and Guts receives no damage.

Equipment

The wheel in the upper-right corner indicates the current count of each equipment item and its correspondence to the lettered keys on your Dreamcast controller. Clockwise from the top, the equipment items are:

- Hand Cannon (Y)
- Grenades (B)
- Throwing Daggers (A)
- Fairy Dust (X)



When battling any of the game's several bosses, a meter representing the boss's health appears in the bottom

of the screen. As with Guts' bar, this meter decreases to the left as it depletes.

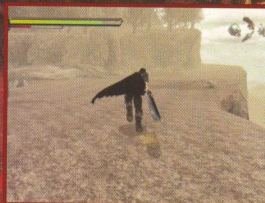
Sword of the Berserk Guts' Rage

Movement

Nimble movement is the basis of sound fighting; a moving target is harder to hit and can position itself better for attack. You also need basic movement skills to navigate the environments in *Sword of the Berserk*.

Running

To jog in a desired direction, point the analog thumb pad in that direction.



Any attack or motion you make is in the direction of the pad.

Sliding

Sliding allows you to cover considerable ground very quickly and without fear of damage. In addition, you knock down anyone you hit without taking any damage yourself—leaving enemies ripe for an overhead slice.

To slide, start running with the analog stick and press **Y**. You slide in the direction you are headed. Use sliding to duck under high attacks and to rush archers and other projectile-firing enemies.



Hopping/Sidestepping

If a quick advance, retreat, or dodge is what you require, then use the hop.

The best thing about the hop is that you simultaneously block while doing it, rendering you impervious to attack (from the front at least).

To hop, press and hold **Y** and move the analog stick—**↑** hops forward, **↓** retreats, **←** sidesteps



left, and **→** sidesteps right.

Jump by pressing **X**. If you press **X** alone, you jump in place; this is your best defense against ground attacks (like Zodd's swinging tail). However, if

you press **X** in conjunction with the thumb stick, you jump in the direction you're facing.



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Uncovering Power-ups

Power-ups are hidden in and behind breakable items throughout the game.

Such items include barrels, wooden doors, and clay pots. When in doubt, give them a whack.

Power-ups, however, only appear if you are below maximum for the item. If, for example, you have a full complement of

grenades, and you break a barrel that is supposed to contain grenades, it will instead be empty. Therefore, try to wait until a battle is over before hunting for items.



Quick Timer Events

Throughout the game, in the midst of a cinematic segment, you will be told to press a specific button on your controller. Whether you press the button in time dictates what happens next.

Sometimes, failure to react quickly puts you on a sidetrack, requiring you to fight your way back to the main path. Other times, missing your cue causes you to take extra damage.

When these moments occur in the game, you will see a prominent warning in the walkthrough, alerting you to an upcoming moment and which button you will be expected to press.



Sword of the BERSERK Guts' Rage

Them's Fighting Moves

Of course, what you really came here for is to learn how to swing the world's biggest, blood-encrusted sword, right? OK, no problem. It's essential to master the following techniques if you hope to hack your way to victory.

Fighting without the Sword

Though you spend most of the game with your massive sword "Dragon Slayer" in your hand, there are situations in which you are better off without it. The following are the most fundamental basics of fighting as Guts.

Punching

Although you're never without your sword, there are situations when your fists are your preferred weapons.



To punch, press **A**. Repeatedly pressing **A** unleashes a vicious combo of fisticuffs.



Use punches to smash breakable containers (like barrels) if they're too low or too close to a wall for your sword swing.



You must sometimes fight in very tight confines (hallways) where your sword bangs off the walls. If you simply cannot maneuver your six-foot blade, put it aside and use your fists.

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Tackling

Opponents on their backs are ripe targets who can neither attack nor defend themselves. One of your best offensive maneuvers, then, is the tackle whereby you charge and knock your opponent to the floor.

There are two types of tackles, the slide tackle and the running tackle.



The slide tackle is triggered by running and pressing **Y**.

This brings Guts in low (under most attacks) and bowls over the first foe in his way. The slide tackle works both with and without your sword.



The running tackle is done by running and pressing **A**. Guts charges and lowers his shoulder to floor the first enemy he strikes. The running tackle can only be done when your sword is sheathed.

Blocking



To block enemy attacks from the front, press **X**.

Guts' metal gauntlets block partial damage from incoming attacks. Note that blocking with the sword absorbs all damage.



The Hand Crossbow

Lashed to Guts' left hand is a cranked, rapid-fire crossbow, but it can only be used when Guts has both hands free, so you must have your sword sheathed.

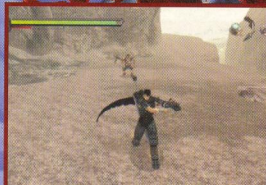
With Dragon Slayer strapped to your back, press **B** to fire the crossbow. Pressing **B**

once releases a pair of arrows at the closest enemy. Pressing **B** repeatedly squeezes off six arrows.

To target arrows, face Guts in the general direction you want to fire. Guts fires at the closest target but changes targets if another enemy becomes the more immediate threat, or if the original target dies.

Sword of the BERSERK Guts' Rage

You cannot move once you've initiated the firing sequence, so make sure no one is nearby to hack at you.



To launch an untargeted spray of arrows, press **Ⓟ** while running.



Note that arrows can be blocked by enemies and have a very low hit probability with heavily armored foes.



Second, you can do a quick draw. Press **ⓧ** and **Ⓐ** simultaneously to instantly draw your sword and unleash a

vicious 360 degree swing. Note, however, that if you hit anyone with this swing, you lose a bit of your own health. Therefore, use this move only when things are desperate (when you're surrounded and being pummeled).

Slice



The slice is a mostly downward (vertical) attack. It is best suited against shorter opponents and is mandatory for ones lying

on the ground. Usually, prone opponents can be sliced to death before they have a chance to stand.

The slice is more effective than the swing in narrow hallways, but beware of low ceilings.

fighting with the Sword

If you have a blade bigger than most people, you might as well use it. Wielding the mighty Dragon Slayer effectively, however, is not simply a matter of hack-and-slash. You must be clever, deft, and skillful. Consider, then, the following advice.

Sword Draw

When unarmed, you can draw Dragon Slayer in two ways.



First, you can press **Ⓛ** to draw your sword and prepare for attack. If you press **Ⓛ** while running, Guts stops running, draws the sword, and immediately unleashes a big slash.

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Swing

The swing is a broad, mostly horizontal attack. The swing is very effective in most combat. If you're surrounded by



enemies, a simple swing can knock back and injure all but those directly behind you. Unlike the total coverage of the quick

draw, this general area attack costs you no health.

The swing is very difficult to land when you're in narrow corridors where it clangs off the walls.

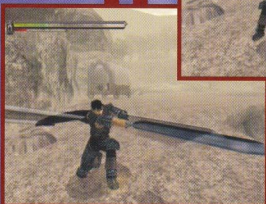
Combos

Combos are series of attacks triggered by pressing a sequence of buttons. Combos unlock lethal assaults that can reduce the strongest enemy to pulp. However, once a combo attack is initiated, Guts finishes it unless interrupted. This means that you are vulnerable during a combo and can be attacked, interrupting the combo and leaving you undefended. Therefore, don't just mash on the buttons; use the combos only in the correct circumstances.

Combos can be interrupted by enemy attack or when your blade strikes an immovable object.

You can, however, change direction while you are performing a combo. If, therefore, your target dodges your attack, you can turn and engage it again.

Combos work best when you press the button sequences slowly, as the attack progresses. *Sword of the Berserk* isn't like fighting games where you enter the combo quickly and watch as it unfolds. Instead, you add swings as the attack goes on, allowing you to abort the combo if you wish. If you find that you are not getting all the attacks listed next, try slowing your button-pushing a bit.



POWER
SLICE
Combo

(Hold and RELEASE **A**)

Hold **A** for a second and release for a very powerful 360 degree attack. The best part of this attack is that it doesn't stop if you strike a wall before the move is finished. Beware that you can be attacked while you're charging this move. This interrupts the charge.



Them's fighting Moves

Sword of the BERSERK Guts' Rage

Them's Fighting Moves



Two-Slice Combo (A, A)

If you press **A** twice, you initiate a series of two rapid-fire slices.



Three-Slice Combo

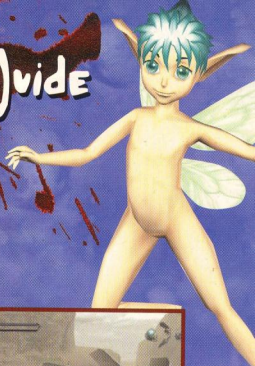
(A, A, A)

If you press **A** three times, you initiate a series of three rapid-fire slices. You can stop tapping to cut short the combo.

Four-Slice Combo (A, A, A, A)

If you press **A** four times, you initiate a series of four rapid-fire slices. You can stop tapping to cut short the combo.

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**Five-Slice
Combo**

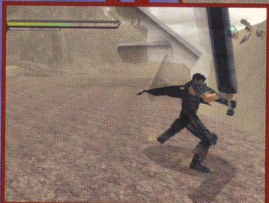
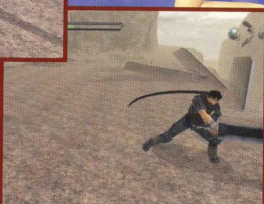
(A, A, A, A, A)

If you press **A** five times, you initiate a series of five rapid-fire slices. You can stop tapping to cut short the combo.



**Double
Swing
Combo**
(B, B)

One cross swing is followed by two over-the-shoulder blows.



**Power
Swing
Combo**

(B, B, B)

Press **B** three times to uncork a lethal triple-swing attack.

Them's Fighting Moves

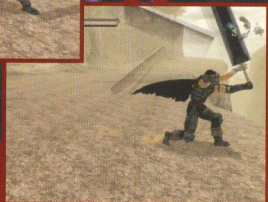
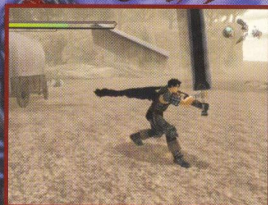
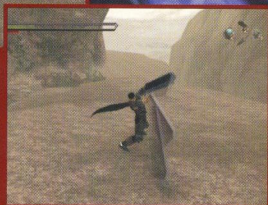
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Them's Fighting Moves



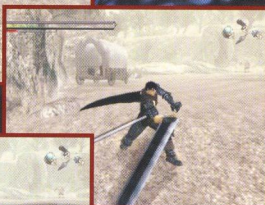
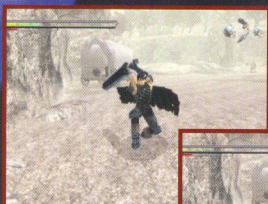
UPPERCUT Swing (A, B)

The first cut goes down, then the second comes straight up.



Overhand Chop (A, A, A, B)

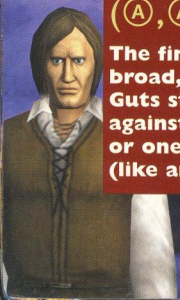
The overhand chop contains three alternating chops (up, down, up) and a two-handed overhead cut that has great bisection potential.



THREE- Swing Backstep

(A, A, B)

The final swing in this combo is a broad, horizontal swing done as Guts steps backwards. It works great against an aggressive enemy or one with a lengthy melee weapon (like an Impaler).



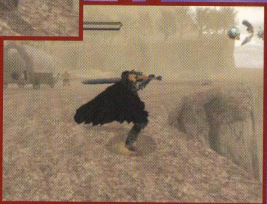
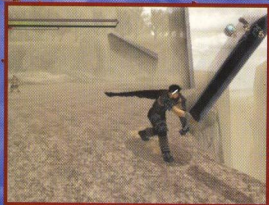
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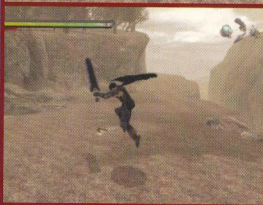
Them's fighting Moves

Jump Attacks

Among your most devastating attacks are the three jump attacks. These are especially brutal against taller enemies but have other applications as well.



Up Slice



Press **A** to jump, and quickly hit **A** before Guts reaches the apex of his leap. The resulting double slash (one on the way up and one on the way down) should cut a chunk out of even the most imposing enemy.

Down Slice



Wait until Guts reaches the high point of his jump and starts to come back down, then press **A**. This overhead swing is effective against enemies who have fallen.

Uppercut Plus

(A, A, A, A, B)

This one is very similar to **A, B** but is much more painful. The first four blows are the normal fare, and the fifth is the familiar uppercut. This combo, however, follows with a mighty over-the-shoulder slash.

SWORD of the BERSERK Guts' Rage

LOW SLICE



Wait until Guts is about to land at the end of a jump, then press **A**. The result is a low horizontal swing from a kneeling position.

Blocking



Block frontal attacks with your mighty sword. When you see an attack coming, press **①** to raise your blade. Dragon Slayer absorbs all damage from both melee and projectile attacks.

You can move while blocking by moving the analog stick—**↑** hops forward, **↓** hops back, and **←** and **→** side-step.

BERSERK

When Guts' red meter is full (after he's taken a certain amount of damage without dying), he goes Berserk. In this state, Guts is invulnerable and becomes a single-minded killing machine.

When the world turns red, it's time to leap into a pack of bad guys and go nuts. Every precaution goes out the window when Guts is Berserk—just don't get caught in a cluster when he returns to normal.

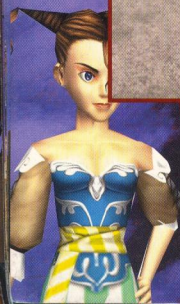
Guts cannot be killed and takes no damage while Berserk, but he can be knocked down or otherwise rendered immobile just as normal. The more damage he takes while Berserk, the quicker he returns to normal.

On offense, your attacks become much faster, and the damage you inflict increases. Use your combos and jump attacks for one-hit kills. A less obvious benefit of being Berserk is that your blade isn't bothered if it hits a wall.

Equipment

In addition to your sword, the items on your Equipment Wheel bestow both weapons and quick health.

Them's Fighting Moves



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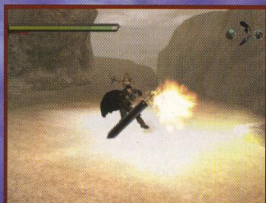
To access equipment, hold **R** and press the button that corresponds to the desired item. The number superimposed on the item indicates how many you have available; an "X" means your supply is depleted.

Fairy Dust



A jar of Fairy Dust restores you to full health in a flash. Watch your Health meter and use the Dust before you reach critical condition.

Hand Cannon

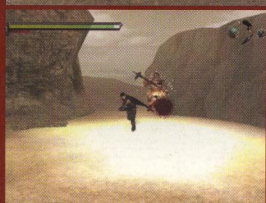
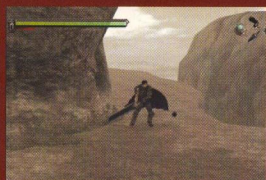


The Hand Cannon discharges a lethal blast at all enemies in its line of fire. Try to get your opponents grouped in front of you, and fire away to ventilate them all with one shot.

Hand Cannons are in very limited supply, so save them for bosses or large groups of strong enemies.

Grenade

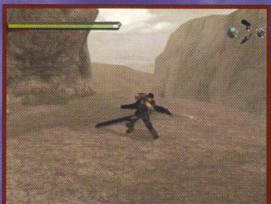
Toss a Grenade to thin herds of enemies or just to announce your



presence with authority. Grenades have a limited range, so practice to get a feel for the proper throwing distance. Hurling them from high places extends their range.

The blast from a Grenade is potent, but not cataclysmic. Use one, therefore, to soften enemies rather than shredding them. When a barbed Grenade strikes an enemy, it sticks in his flesh and detonates to impressive effect.

Throwing Daggers



Throwing Daggers are similar to your crossbow (in targeting, effect, and infinite

supply), but they fire much more slowly. Unlike bows, they do more damage and can be fired while your sword is drawn.

Sword of the BERSERK Guts' Rage

Guts

Guts is a man led by his neck brand to hunt demons. He has lost much in his life, and his heart is troubled by dark feelings of rage and hate.



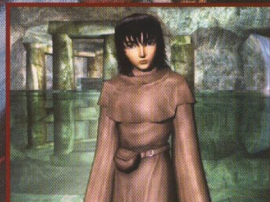
Wielding the feared Dragon Slayer, friends call him "Guts" for his

valor. Because he cloaks himself entirely in black, he is also called "The Black Swordsman" and is greatly feared as a killing machine.

He must now find the Heart of the Great Tree for Balzac, in return for Balzac healing Casca.

Casca

Casca is the light of Guts' darkness. Like Guts, she survived the Eclipse massacre. She was the leader of the



thousand-strong Band of Hawks. Once an agile warrior possessing sage wisdom, she has since been robbed of her sanity. She is

the only person Guts loves. He is now driven to restore her mind and her memories of their love.

Guts now seeks a cure to save Casca. She is temporarily returned to normal when swallowed by the Heart of the Great Tree, but then quickly returns to her original weakened condition.

Puck

Puck is an elf who travels with Guts. Puck calls Guts his "iron castle" and



proclaims ownership of Guts as his house. Even in the world of Berserk, elves are rarely seen

anymore. He calls himself male, but apparently elves don't really have a gender. He is an ally of Guts and helps to soften Guts' rough persona.

Rita

A teenage street drifter who lives by her wits and luck, Rita is an agile



performer who travels the countryside with Job. Her act includes acrobatics, knife throwing, and dog tricks. Rita has a

good heart but also a quick temper that can get her in trouble.

Balzac

Baron Balzac is lord of the region, a ruler with two faces. He pours his efforts into protecting what is important to him. When those close to him



become too great a burden, he transforms into the demonic Disciple Balzac and sacrifices those he loves.

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SISTER ERIZA

Sister Eriza is the guardian of those who have been possessed by the



Mandragorans because secretly she, too, is possessed.

Dunteth

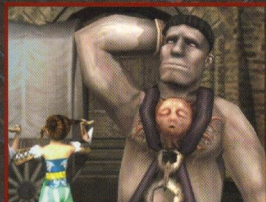
Dunteth is the leader of the resistance formed by the people laboring under



Balzac's oppression. He is in search of the Heart of the Great Tree to heal his son and comrades.

Job

Job is possessed by Mandragora. Job is close to Rita—she gives him food, and he performs feats of strength and helps



her. He hides his possessed parts with a helmet vest, but it comes off during a performance, resulting in an attack by a hateful crowd.

Zoddo

Zoddo is a powerful demon always looking to challenge those who are worthy. He meets Guts in a village of the Mandragorans, but Guts has other plans, so Zoddo allows him to escape the encounter.



They will meet again.

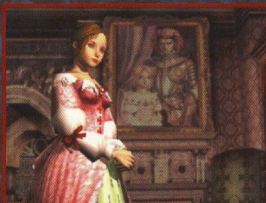
This demon of legend often appears on battlefields, seeking out

the strong for combat. He is known as "Immortal Zoddo" by mercenaries everywhere. He is so strong that even when the Band of Hawks had both Griffith and Guts, it was completely overwhelmed by his attack.

ANNETTE

Annette is Balzac's wife. Suffering with an incurable disease, she takes a drug manufactured from the sap of the Mandragora, which supposedly heals any disease, and is cured. Sadly, the price of the cure is

that her body never ages, but she loses her sanity.



Sword of the BERSERK Guts' Rage

Standard ENEMIES

Bandit Leader

- **Episode(s):** 1, 6
- **Attack Type:** Melee (medium range)



This foppishly dressed rogue attacks with his long sword but not with much speed or strength. He relies on his personality rather than his blade. He requires more punishment than any

of his minions but poses no great threat.

Axeman

- **Episode(s):** 1, 6
- **Attack Type:** Melee (medium range), Projectile



When the Axeman cometh, you'd better put your guard up. These long-distance shooters can fight up close if they must, but they prefer to hurl axes from a distance. If you get

them in close range, simply hack them and block their occasional axe swipes. When battling from afar, block or evade their slow-moving projectiles. Seek them out in a crowd because they pepper you to death while you're dealing with their pals. Slide or jump as you approach to avoid their tosses, then slide tackle to knock them down. Next, either slice them to pieces on the ground

or do it in one stroke with a downward jump slash. Axemen have trouble aiming if you are on a different level; stay on high ground or fight them from below.

Pickaxe Thug

- **Episode(s):** 1, 6
- **Attack Type:** Melee (medium range), Projectile



Working with the weaker but quicker pickaxe, the Pickaxe Thug should be handled just like the Axeman—block his shots, then slide jump attack to kill. He too has trouble

aiming if you are on a different ground level. Crossbow him from afar if you are low on health, but be ready to block his return fire.

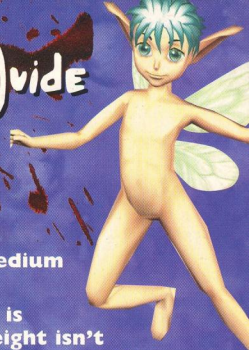
Pikeman

- **Episode(s):** 1, 6
- **Attack Type:** Melee (medium range)



The final variety of bandit sports a long spear with which to poke, but a glass jaw that makes him an easy opponent. Jump over his thrusts, or get behind him and give him one good combo (that should be all it takes).

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Thrash

- **Episode(s):** 3, 7, 10, 11
- **Attack Type:** Melee (medium range)



This Mandragoran is "armed" with one long, vine-like extremity that he cracks like a bloodthirsty bullwhip. He can whack you either overhand or underhand but is otherwise quite limited. Though he can hit you from medium range, he usually walks right up to you before attacking—when you're swinging your blade, on the other hand, he stays put and attacks from his maximum range.

Get behind him or floor him and get in a couple good licks—this is the weakest of the Mandragorans.

Death Child

- **Episode(s):** 3, 7, 10, 11
- **Attack Type:** Melee (medium range), Projectile



The Death Child is much more troublesome than Thrash. He not only whips with a cluster of longer and stronger vines on his left arm, but he spits a yellowish goo from medium distances. The goo moves very slowly, so it's easy to block or avoid. The vines, however, are another matter. Be very careful around the Death Child and don't lose track of him in a crowd, or you'll get a face full of yellow sap.

Pain Imp

- **Episode(s):** 3, 7, 10, 11
- **Attack Type:** Melee (medium range), Projectile



The Pain Imp is proof that height isn't important. This low-slung Mandragoran spits the same yellow projectile as the Death Child, but it's his spinning attack that demands your attention. When he starts spinning, put some distance between you; his knee-high branches whip around at a fearsome rate and strike several times if you stand still.

An early jumping attack should be your first option.

Cranium

- **Episode(s):** 3, 10, 11
- **Attack Type:** Melee (long range)



This behemoth really knows how to use his head, which has grown considerably and is now located at the end of a gargantuan arm. He wields his skull like a giant mace, slamming it on anyone foolish enough to pause in front of him.

Try to stay behind him and halve him with a jump slice.

Sword of the BERSERK Guts' Rage

Stiletto

- **Episode(s):** 4, 10, 11
- **Attack Type:** Melee (short range)



These guards in Balzac's army carry a pair of very short blades and are trained to use them. Just because they're far away doesn't mean that Stilettoes aren't a threat; they leap

toward you with disarming speed and land with a mighty cross slash. In close combat, they use both blades to carve your hide.

Attack them fast and furious when you get them close, and block or dodge when they leap.

Dagger Guard

- **Episode(s):** 4, 10, 11
- **Attack Type:** Melee (short range)



Dagger Guards are armed with only a short blade, no match for the great Dragon Slayer. Still, in numbers, and with Crossbowmen and Stilettoes to back them up, they can be deadly.

Handle them normally, but make sure you're not being simultaneously sniped at from afar. Dagger Guards have a modicum of armor that makes them more resilient than most.

Crossbowman

- **Episode(s):** 4, 10, 11
- **Attack Type:** Melee (short range), Projectile



The Crossbowmen are a royal pain. Not only do their projectiles move quickly and do notable damage, but they are very difficult to locate and

corner. Like Guts, these moderately armored sharpshooters fire arrows from their crossbows (though at a slower rate). Unlike Guts, however, their bows come equipped with an axe blade for melee combat. Still, they're cowards at heart, preferring to move away from you and fire from safety.

Seek them out as your primary targets, or they'll leech away your precious health while you work on seemingly more threatening foes. When you locate a Crossbowman, pursue him like a hound; slide toward him or swing your blade to block his shots and get him into a corner. Then unload on him.

Spy

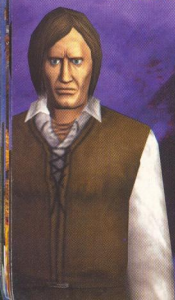
- **Episode(s):** 4
- **Attack Type:** Projectile



These stealth agents prefer to watch from the shadows but can mix it up if duty calls. They come complete with a chain whip that they can throw from long distance; the spur on the end is not something you

want in your flesh.

Hurl daggers or arrows at them from beyond their range, and they'll pose no danger at all.



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Impaler

- **Episode(s):** 4, 10, 11
- **Attack Type:** Melee (long range)



The Impaler is a tank on legs. He is fully armored and nearly impervious to arrows or daggers, and he hoists a gigantic axe/spear. You must avoid his spear charge and either duck under or jump over his circular axe swing (it hits for big damage each time it comes around).

A couple of dead-on upward jump attacks should fell the Impaler.

Specter Guards

- **Episode(s):** 5
- **Attack Type:** Melee (medium range)

Specter Guards are undead warriors, still stubbornly holding on to their long swords. From a strategic standpoint, individual Specter Guards are not too tough. In groups, however, they can be very tricky. Try to keep the fighting ratio to one-on-one. However, if Guts is going Berserk, just run into a group of them and start swinging.



Ghouls

- **Episode(s):** 5
- **Attack Type:** Melee (very short range)



These bluish apparitions creep around the graveyard in the Resistance Hideout. They can tolerate almost no damage but can be hard to hit. A sweeping swing of Dragon Slayer usually clears out any Ghouls around you. However, when they converge, they can be overwhelming. Ghouls also have the power to disappear, so keep track and kill them quickly, or they'll sneak up on you at the most inconvenient times.

Ostri Ogre

- **Episode(s):** 6
- **Attack Type:** Melee (long range)

These Mandragora-infested birds love to charge and ram. If you stay far away, they're ripe targets for a crossbow attack since they can't see very far. Ostri Ogres are very fragile and limited to their one method of attack (though it is very hard to defend against once unleashed).



Sword of the BERSERK Guts' Rage

BEAR

- **Episode(s):** 6
- **Attack Type:** Melee (close range)



Bears are not immune to the Mandragora menace. These hulking beasts are slow but very powerful. Try to fight them from a distance to avoid being tackled and mauled. If they

rear up and get you in a hug, your head will become a chew toy.

Jumping slashes or ranged attacks are effective.

Dog

- **Episode(s):** 6, 10
- **Attack Type:** Melee (short range)



Mandragora-mutated Dogs are easy to fend off but surprisingly hard to kill. Use downward slashes and don't let them get a hold of your leg. Groups of Dogs are much more dangerous

than a solitary mutt.

Frog

- **Episode(s):** 6
- **Attack Type:** Melee (medium range)



These Frogs have been infected with the Mandragora scourge and are not the gentle creatures you'd expect. In fact, they are an absolute

menace. Travelling in groups and bouncing incessantly, they're a major

hazard, especially when you're low on health and trying to reach the next save stage.

Instead of trying to kill them individually, stand your ground and use long, horizontal swings to cut them down as they hop. You could also peck away at them with your crossbow, but it's rather boring.

Karnid

- **Episode(s):** 6, 10, 11
- **Attack Type:** Melee (long range)



These hulking, three-headed Mandragorans are deadly. With their two long arm vines, they can beat you to a pulp in only a few blows.

Their towering height makes them prime for jumping attacks, and their moderate speed puts them at your mercy if you know how to use your speed advantage.

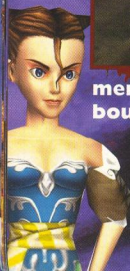
Midwife

- **Episode(s):** 7, 10
- **Attack Type:** Melee (short range), Projectile



Midwives are tall, hopping Mandragorans that can do severe damage if they land on your head. Fortunately, a good jump attack can slice them in two, right

down the center. As long as you don't let them back you into a corner, you should be OK.



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Slither Demon

- **Episode(s):** 6, 8
- **Attack Type:** Melee (short range)



Like many foes, Slither Demons are most dangerous in groups. They slink along the ground (preferably in dark places) and gnaw on your feet. It doesn't sound too threatening, but it is. If one gets a hold of you, it locks you in place, defenseless, for others to attack. If a number of Slither Demons engage you, they can disable you for a long time.

Run from and hop over them to get them in one-on-one situations, then mince them with strong downward strokes.

Stalker

- **Episode(s):** 8
- **Attack Type:** Melee (medium range)



Stalkers have two thick vines where their arms should be. Since these appendages are longer than their bodies, Stalkers tend to stride about like men on crutches—but

much quicker. When they find you, they clap their vines together and seriously box your ears.

There's no special method for dealing with Stalkers, but don't underestimate either their ability to attack quickly or their range.

Flytraps

- **Episode(s):** 8
- **Attack Type:** Melee (very short range)



These plants snap at your feet, doing minimal damage. The danger they pose is their ability to hold and debilitate you, leaving you vulnerable to attack by other creatures or falling rocks.

The safest tactic is to weave carefully but quickly through fields of Flytraps. You can also jump over them, but you must do so with caution to avoid landing on other Flytraps.

Sapling

- **Episode(s):** 8
- **Attack Type:** Melee (very short range)



Saplings fall from the ceiling to surround and nip at you. Individually, they are a negligible enemy. In large groups, however, they are very hazardous.

Use broad, lateral swings to strike several saplings at once.

Sword of the BERSERK Guts' Rage

NURSE

- **Episode(s):** 10, 11
- **Attack Type:** Melee (long range)



Nurses are among the deadliest Mandragorans. They each have a long vine hanging from the top of their skulls. It can be whipped around for serious and repeated strike

damage, and it's dexterous enough to wrap around your head for an extended, debilitating attack. To go with this terrifying assault, Nurses have tremendous resilience, requiring several heavy attacks to fell.

Jump attacks, and ones that knock foes on their backs, are your preferred methods. Be especially careful when fighting several Nurses at once, and pick them out of crowds when prioritizing enemies.

Lieutenant

- **Episode(s):** 10, 11
- **Attack Type:** Melee (medium range)



These fully armored knights are powerful guardians of Balzac. Their armor protects them from most crossbow or dagger attacks, but they're still vulnerable to Grenades and

the sheer force of your monstrous blade.

Fight them normally, but make sure you keep them off balance to avoid their strong long sword attack.

Titan

- **Episode(s):** 11
- **Attack Type:** Melee (long range)



These giant, repulsive creations of Balzac's Mandragoran engineering program are fearsome, single-minded foes. They are well armored and tremendously strong. Their spike-

fingered hands make brutal stabbing weapons and are usually thrust directly into your sternum.

As with most tall enemies, jump attacks and strong combos do the trick. Don't try to get too fancy, or you'll end up flat on your back, clinging to the last shreds of life. Try to cut Titans in half in one flurry to prevent them from counterattacking.

Antaeon

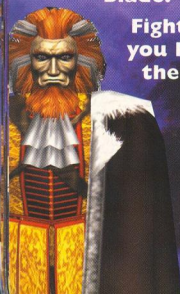
- **Episode(s):** 11
- **Attack Type:** Melee (long range)



The Antaeon are the crowning achievement of Balzac's depraved exploitation of the Mandragorans. Sporting an imposing metal helmet and a pair of tree

trunk-like arms, they should only (if at all possible) be fought from afar.

If you must fight them up close, use jump attacks and your favorite medium-length combos. Don't let them counterattack.



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Gyove

- **Episode(s):** 11
- **Attack Type:** Melee (short range), Projectile



Balzac's right-hand man is a coward but an extremely healthy one. His crossbow is tightly wound and very powerful, and he always runs and hides if you come

after him.

When you catch him, he is one of the most resilient enemies in the field. You probably can't slay him in one attack.

Instead, give him a hard beating, fight any other enemies in the area, and return to Gyove when the coast is clear. Eventually, you'll gut the little toady.

Bloodweeds

- **Episode(s):** 12
- **Attack Type:** Melee (very short range)



These weeds grow in the Giant Tentacle Corridor. Though they don't move, they are inconveniently placed to make your dash to safety as dangerous and difficult as possible.

Bloodweeds sprout from both the floor and the ceiling, so choose your route through the corridor carefully, and do not pause to fight these mindless plants. Note that they do remarkable damage if you touch them, and they impart a brief stunning effect. If you can recover from the stun to make it through a leg of the corridor, you must watch your health too.

BOSSES

The bosses of *Sword of the Berserk* are a powerful lot. Consult this section for brief descriptions of these mighty creatures, and look to the appropriate episode walkthrough for detailed analysis.

Job

- **Episode:** 2



You fight the tragic Mandragoran strongman in the town square in Episode 2.

Heart of the Great Tree

- **Episode:** 8



Balzac sends you into the Mandragoran village to retrieve this creature in Episode 8, but your encounter with it proves more difficult than you anticipated. It also raises serious questions about Balzac's motives.



Sword of the BERSERK Guts' Rage

Zoddo

• Episode: 9



Zoddo is a shadowy, immortal creature with whom Guts seems to have a quarrelsome history. You can't kill him in Episode 9, but he must admit defeat if you wish to survive and proceed.

Immortal Balzac

• Episode: 13



Before he expires, Balzac invokes the power of an ancient demonic relic. He trades the life of his beloved wife for entry into the netherworld and reincarnation as a fearsome, multiheaded demon. The heads each have a different skill and eventually regenerate if lopped off.

Disciple Balzac

• Episode: 11



When push comes to shove, Balzac is a speedy and overpowering warrior during your first encounter with him in Episode 12. Balzac's blinding speed, dexterity,

and compound attacks seriously minimize the advantage imparted by your sword.

The Great Tree

• Episode: 13



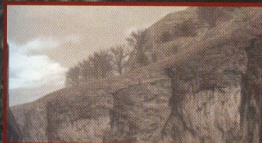
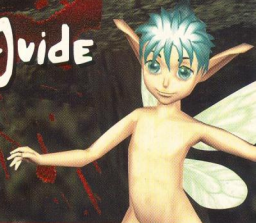
The Great Tree is the source of the Mandragoran infestation. This titanic creature (found in Episode 13) must be chopped down to end the horror Guts has witnessed. Though you may

feel small in its presence, remember that it's not the size of your body but the size of your sword that counts.



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Cinematic



A quiet canyon on a summer day.



A group of street performers is fixing a broken-down wagon.



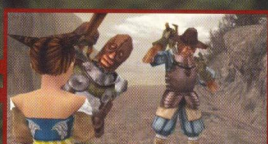
Rita has some fun with Job, the show's strong man.



Trouble arrives.



It looks bad for the band of artists.



Very bad.



Very, very bad.



A stranger approaches.



The mysterious woman, oblivious to those around her, pets Rita's dog.

Episode 1: Meeting

Sword of the BERSERK Guts' Rage



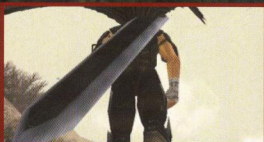
The Bandit Leader takes a shine to the disturbed young woman.



Big mistake.



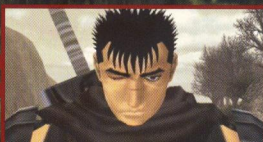
Extremely big mistake.



A swordsman dressed all in black strides into view.



The mysterious tattoo on his neck seems to bleed.



Witness the burning rage of our hero.



The bandits jump foolishly into battle.



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SCENE 1

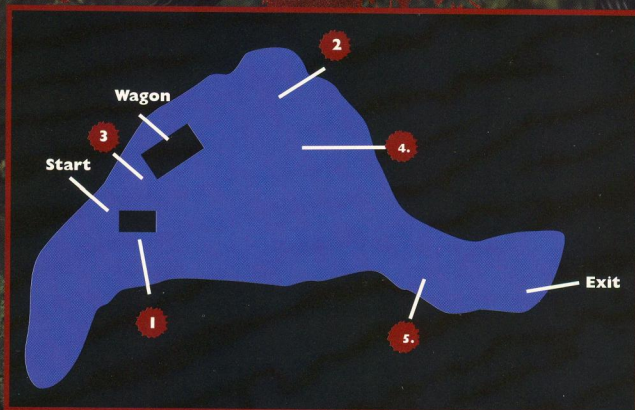
Enemies

Total: 20

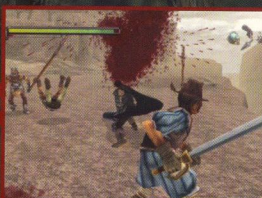
- Bandit Leader
- Pickaxe Thugs
- Axemen
- Pikemen

Power-ups

- None



As the battle begins, move quickly to avoid the Bandit Leader's initial cut.



Then go to work on this first group of five foes, which includes two Pikemen.



The Bandit Leader...



and a Pickaxe Thug and Axeman.

TIP

When you knock a foe on his back, immediately follow with as many slices as it takes to finish him.



Glad that's over—or not.

Sword of the BERSERK Guts' RAGE



Many more bandits arrive.



Stay close to the wagon and fire your crossbow and daggers to thin the marauding hoards a bit.



When you've whittled them down to a manageable number, pull out your sword and go to work.



Target the Axemen and Pickaxe Thugs first. When fighting the Axemen on the rock, stay below them so they have trouble targeting you. A jump slice from this position is a thing of beauty.



The road to the town leads away from the clearing but goes nowhere.



You can, however, use it to funnel enemies toward you.

TIP

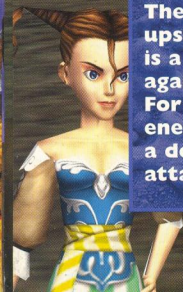
The downslice/upslice combo (△, ⊙) is a one-stroke kill against the bandits. For stronger enemies, follow with a downward jump attack.



Watch out for the walls when fighting sniping Axemen.



Once you've eliminated most of the Axemen and Pickaxe Thugs, go after the Pikemen.



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It's clobberin' time.

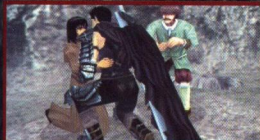


If you go Berserk, go after enemies along the wall—walls don't affect your swings when you're Berserk.



When you've slaughtered the 20th enemy, the stage is clear.

Cinematic



Guts' first priority is Casca; saving everyone else was secondary.



Puck makes a grand entrance.



Rita gets on Puck's bad side.



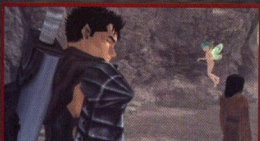
Puck introduces everyone.



Rita gets on Guts' bad side too.



To make amends, she invites them to watch the show in the next town.



Casca and Puck want to see the show.



Guts agrees to go, but mostly to get a better look at Job. Something's suspicious.

Sword of the BERSERK Guts' Rage

Cinematic



The party of heroes arrives in the town.



The act seems to be going over well.



It's Job the strong man's turn to do his thing.



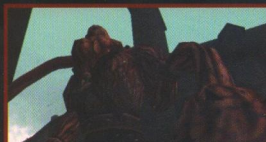
Job stumbles, making a bit of a fool of himself. Unfortunately, he also reveals a horrible secret.



The villagers shout something about being possessed by the "Mandragora," and they throw rocks at Job.



Rita tries to protect her friend from the town's scorn.



It suddenly becomes clear why the villagers are behaving as they are. Job, angered, transforms into a grotesque monster, his body mutated by the growth on his chest.



The rampage begins.



As the villagers flee, Job approaches the wrong guy.



Guts is ready to fight.

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Scene 1

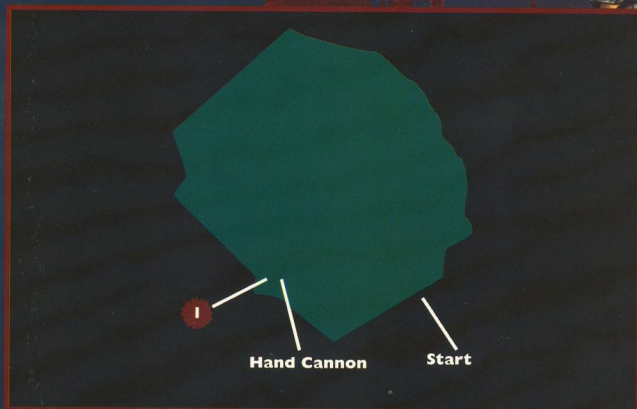
Enemies

Total: 1

- Job

Breakable Containers

- Hand Cannon



Job becomes quite a fearsome creature. His right arm is a lengthy, whip-like tentacle that he uses in several ways. First, he swings it laterally at shoulder level. Slide to avoid this attack.



Second, he can wrap the tentacle around Guts' ankle.



Then he can pull Guts down.



And he can fling Guts against the ground. To avoid this painful and humiliating assault, jump over the initial ankle grab.

TIP

Don't be too aggressive against Job. Rushing at him will only get you clobbered by one of his mutated arms. Most of your assaults should be counterattacks after safely avoiding Job's jabs.

Episode 2: Job's Rampage in the Town

Sword of the BERSERK Juts' Rage



Next, Job's bull rushes forward swinging the right "arm" back and forth. Blocking should save you here.



Job's left arm has become a massive spiked club that he can swing overhead or underhand. Blocking is your defense here.



Near the door to the Cathedral, a box holds a Hand Cannon.

TIP

Feel free to use your Hand Cannon against Job; there is a replacement in a nearby crate.



Job protects himself by raising his club hand over his face. At this time, he's immobile and vulnerable to side and rear attacks. Run around his flanks and pound on him when he puts his guard up.



Use Grenades when Job stands still, which he does often.



Jump attacks are very effective against Job.



Get behind Job whenever possible.



Just be careful of his long tentacle's backlash.

Prima's Official Strategy Guide

Cinematic



The villagers return to the square to take out their fury on Job's tragic corpse.



Rita, as Job's companion, is subjected to the town's scorn as well, though she doesn't understand why.



She, in turn, directs her grief at Guts with a skillfully thrown knife. Guts, however, is able to snatch the knife in midair.



As Guts turns to leave, an ornate carriage arrives.



The town's ruler, Baron Balzac, steps onto the scene.



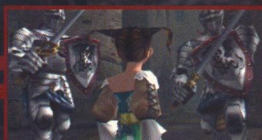
Balzac explains that Job was the victim of a disease that is ravaging the land. Those afflicted with it rampage until dead. Guts seems skeptical. It started, Balzac says, in a nearby town, and no one has found a cure.



Balzac wants to know if Casca is also infected since her symptoms seem similar. Guts assures him that she is not. Balzac, believing that his search for a cure to the Mandragoran disease could help Casca, offers to let his doctors try to help her. Guts begrudgingly accepts.



Something suspicious passes between Balzac and his right-hand man, Gyove.



Rita is arrested as the heroes ride off with Balzac.

Episode 2: Job's Rampage in the Town

Sword of the BERSERK Guts' Rage

cinematic



Guts, Casca, and Puck arrive at Balzac's castle.



The Baron wants to show Guts his lab but insists that he leave his companions behind.



Puck promises to take care of Casca. "If something happens," Guts says, "come get me."



Casca finds a portrait of a beautiful young woman.



Guts' mark alerts him to trouble, but he dismisses it for now.



A holding cell for Mandragorans prevents them from hurting anyone, Balzac says. To quell public panic, this place is kept secret from the townspeople.



In Balzac's lab, the Baron tells Guts of the history of the Mandragora disease. It seems that a strange kind of root (the Mandragora) takes control of human hosts and injects a substance that cures the body of all disease. It can even bestow eternal youth, he claims. Unfortunately, it also turns the hosts into murderous monsters.

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To find a cure for the disease, for the benefit of the people of course, Balzac needs an entire Mandragoran Heart from the Great Tree growing in a nearby village.



Balzac offers Guts a deal—bring back the Heart, and he'll use the resulting serum to cure Casca.



Puck and Casca witness the guards' arrival with Rita.



Things take an unexpected turn as the guards are ventilated by crossbow shots.



Enter the rebels.



Back in the lab, Balzac explains that a Nun protects the Mandragorans in the town. Perhaps she will listen to Guts.



Balzac is informed of the rebels' unexpected arrival. The meeting breaks up, leaving Guts alone in the lab.



Sword of the BERSERK Guts' Rage

SCENE 1

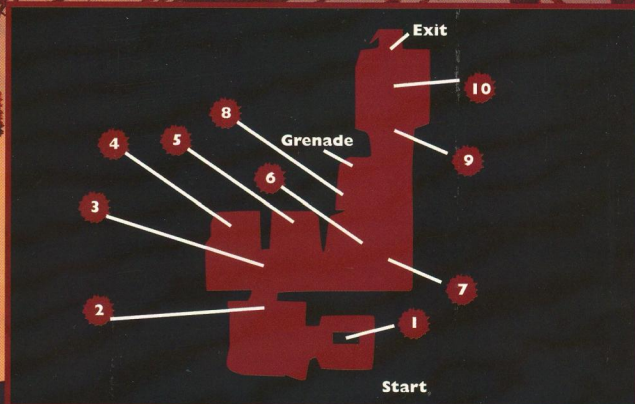
Enemies

Total: 20

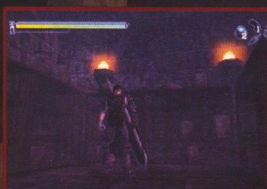
- Thrash
- Death Child
- Pain Imp
- Cranium

Power-ups

- Grenades



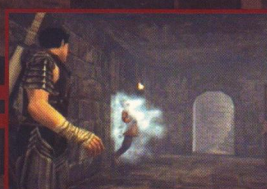
Episode 3: Underground Lab



Alone in the lab, Guts can investigate the ruckus by moving into the next room.



As Guts enters the lab's main room, a guard is thrown through the door, allowing Guts to return to the cellblock. If the door doesn't open, move around the room toward the way you came, and he should come sailing in.



In the cellblock, the rebels are attempting to free their comrades. Unfortunately, they also free the Mandragorans who don't seem to appreciate the gesture. Now it's your problem.

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3.

The prisoners have been sprung, and they consist of three types of Mandragorans: Thrashes, Death Children, and Pain Imps.



Beware the tight confines here, and stay in the middle of the hall to use your blade to maximum effect.



Most of the combat here is close range, but be ready for projectile attacks from Death Children and Pain Imps.



4.

The first cell on the block is empty.



5.

The second cell contains a box, but it's empty.



6.

The third cell holds a barrel, but it too is empty.



7.

Turn the corner at the end of the corridor. You must immediately fight a bunch of Death Children. Lead them back into the other part of the hallway if you get overwhelmed.

Sword of the BERSERK Guts' Rage

Episode 3: Underground Lab



8.

Fight your way down the hall and check the last cell for a barrel full of Grenades.



9.

Once you have cleared all 11 enemies in this section, another Thrash bursts through the door at the end of the hall. Slice him and pass into the torture chamber.



10.

The torture chamber is truly a death trap. With two Pain Imps, a Thrash, and two Craniums in such a small area, you must be very effective to get out in one piece.



Don't let yourself be cornered, especially by the Craniums.



The safest place against a Cranium is behind it (it has no way to attack to the rear).



Focus on the Craniums, and eliminate both before going after the others. A Death Child arrives later to complicate matters.

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Going Berserk actually makes this room much easier.

Cinematic



Puck comes bearing bad tidings—the rebels took Casca.



To find her, the heroes must follow the rebels into the town's streets.

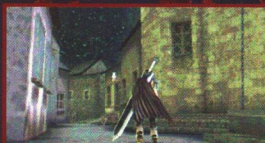


Balzac and Gyove vow to squash the rebels, and the Baron's Lieutenant sends his chief Spy to see that the grim deed is done.

Episode 3: Underground Lab

Sword of the BERSERK Guts' Rage

Cinematic



Puck and Guts arrive in the dark town streets, but the rebels are nowhere to be found.



Rita's dog comes charging up. Puck understands what the pooch is saying; he knows where they took Casca.



The dog leads the way. Follow him to find the rebel hide-out.

SCENE 1

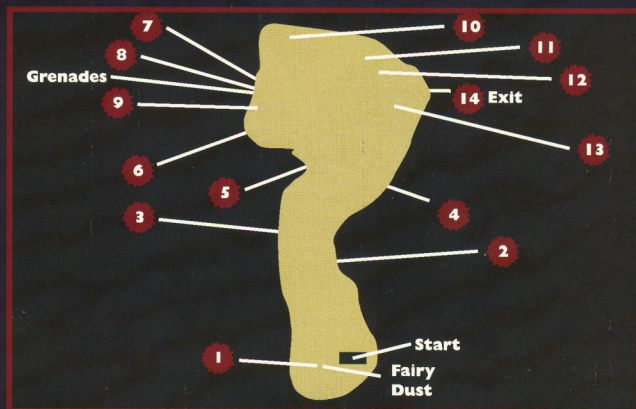
Enemies

Total: 27

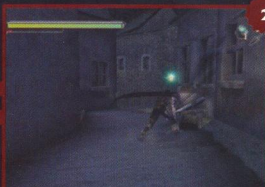
- Dagger Guards
- Crossbowmen
- Stilettoes

Power-ups

- Fairy Dust
- Grenades



Before you leave, check the barrels nearby for a jar of Fairy Dust.



Up the street, a pair of jars are breakable but empty.



Cross a wooden bridge and immediately duel with a Dagger Guard. Two others come down from the stairs to the left.

Prima's Official Strategy Guide

TIP



4.

Here the path splits. Both trails go to the same place, so you may choose either one. However, if you wish, go down both sides,

killing everything in sight. The most direct and less-defended route is to the right (if you look carefully, you can see the dog in the distance), but there is a power-up on the left side.

If you wish to take the minimum damage, you can sprint down the right passage directly to the exit. There is no requirement that all opposition be dead before you proceed.



5.

Climb the stairs and take the left alley. Be careful with this narrow passageway, but don't go into the square unless you like being killed from several angles at once. The barrels in this alley are empty.



New enemies pop up behind you once you enter this alley.



6.

Watch for Crossbowmen positioning themselves opposite the alley. If they start to fire on you, there's very little you can do but block. Try returning fire to kill the snipers or at least chase them to another position.



7.

The stairs opposite the alley make a great post to funnel enemies toward you. You

are safe from most melee attacks while on high, but you can still be nailed by arrow fire.



8.

Next to the stairs, check the two barrels for Grenades if you need them.

Episode 4: City at Night

Sword of the BERSERK Guts' Rage

Episode 4: City at Night



Keep the Crossbowmen away from the columns on the left side of the courtyard. If they get in there, you will have a heck of a time fighting them. Toss a Grenade in if you have to.



When the coast is clear (14 kills), head down the alley to the right. Then lead any enemies you find back into the courtyard. Others join from the previous alley.



Head down the right-hand alley and smash a couple more barrels.



At the next intersection, you meet Rita's dog. You must also engage several of Balzac's minions. Stay in the relatively open intersection to have full blade mobility.



If you like, you can clean up any straggling enemies by going down the right-hand path from the intersection. This leads back to the split you encountered earlier.



When you're finished, follow Rita's dog down the dark alley.

Prima's Official Strategy Guide



SCENE 2

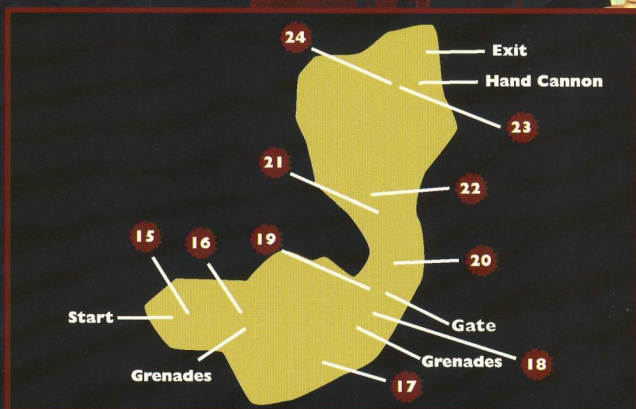
Enemies

Total: 28

- Dagger Guards
- Crossbowmen
- Stilettos
- Spies

Power-ups

- Grenades
- Hand Cannon



15. Immediately whip out your crossbow (or daggers) and perforate the Spy down the alley in front of you. Don't try to chase him unless you want your blade clanging off stone.



16. Beware the other Spy down the right passage (you'll probably only notice him when his star chain comes calling). The box here stores Grenades.



17. Trudge down the right passage, roughing up a Dagger Guard and splintering an empty storage box.



18. At an iron gate, quickly smash the jars if you need Grenades. Then battle several Dagger Guards.



19. Eventually, a gate opens. You can pass through it immediately without terminating all of the Dagger Guards. They may, however, chase you into the next area.

Episode 4: City at Night

Sword of the BERSERK Guts' Rage

Episode 4: City at Night



20.
Past the gate, cut a Dagger Guard to ribbons, and mind the Crossbowman and Spy at the far end.



21.
Mount the stairs to the left to snipe at the enemies below.



22.
From the intersection, take the right fork.



23.
At the end of the passage, where the two forks meet, a door leads to the right (note Rita's dog). The exit is, however, guarded by several enemies. You needn't kill everyone; they can't follow you to the next map.



24.
The crate by the door releases a Hand Cannon.

SCENE 3

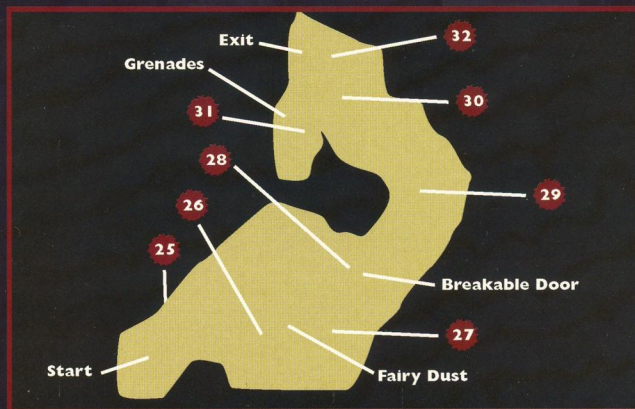
Enemies

Total: 14

- Dagger Guards
- Crossbowmen
- Stilettoes
- Impaler

Power-ups

- Grenades



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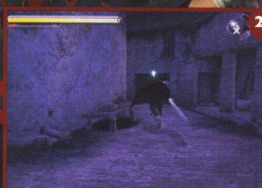


25.

Move forward into an intersection populated by Spies and several other bad guys.



If you're overwhelmed, retreat to the entry point.



26.

Right of the intersection, a jar houses Fairy Dust.



27.

Around the corner, a full company of enemies waits.



28.

Look for a wooden door to the right of a jar.



Break the door open to proceed.



29.

Back in the streets, round this corner carefully. Several soldiers and one very threatening Impaler wait on the other side.



Draw them all back toward the start point. This is a great time to use your Hand Cannon.



30.

At the end of the street, mind the Crossbowman and note Rita's dog, pointing the way to the rebel HQ.

Episode 4: City at Night

Sword of the BERSERK

Guts' Rage

TIP

To advance, you must first kill all enemies in this section.



The barrels left of the stairs yield Grenades.



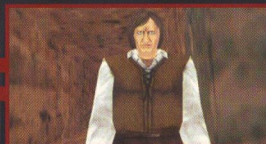
Approach Rita's dog to enter the rebel base.



The guards don't let Guts just walk right in.



Puck tries to be convincing, but it looks like a fight is inevitable. No one stands between Guts and Casca.



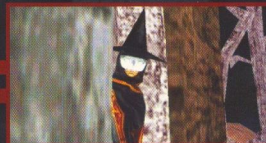
Dunteth steps in just in time to diffuse the situation.



Rita's here too, and she is not glad to see Guts.

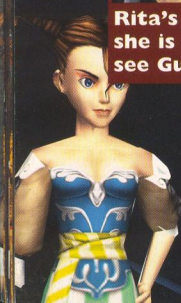


Again, Dunteth is the peacemaker. Casca, he says, is safely inside the base.



Balzac sees all.

Episode 4: City at Night



Prima's Official Strategy Guide

Cinematic



Dunteth leads the heroes into the Resistance's headquarters.



Dunteth argues that Balzac's story about curing Mandragorans is a lie. In fact, he says, the Baron wants to use the monsters as weapons and is doing experiments on people to achieve his end.



Balzac was once a fair ruler but became increasingly cruel as the Mandragoran infection arose.



pain emanates from Guts' mark.

As the group reaches the base's meeting room, a shooting



It doesn't take long to see what the trouble is.

Scene 1

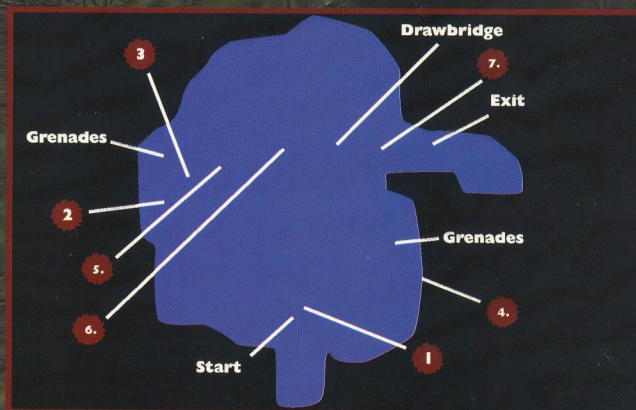
Enemies

Total: 50

- Specter Guards
- Ghouls

Power-ups

- Grenades



Sword of the BERSERK Guts' Rage



Enter the meeting room to battle the undead.



This trio of Ghouls greets you as you advance. Note that Ghouls do bleed; if you don't see blood, they've probably disappeared rather than died. In other words, you must watch for their reappearance.



Specter Guards can't pass through the fence, but Ghouls can.



Climb atop the boxes via this long ladder for a good sniper post.



While most of the Specter Guards arise in the graveyard (across the fence), some materialize on your side of the fence.



The barrels next to the sniper nest hide a pack of Grenades.



On the other side of the meeting room, near a table and a tall stack of crates, break another barrel for another Grenade.



Funnel the enemies through this gate to keep the ratio down—these foes are easy to kill but can quickly surround you. It might help to lob a few Grenades into the graveyard.



A drawbridge (retracted) is your exit from this graveyard. But first you must kill about 40 enemies. Until then, you must fight for your life against these rotting warriors.



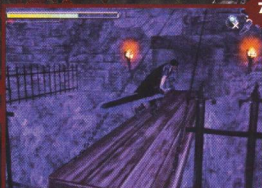
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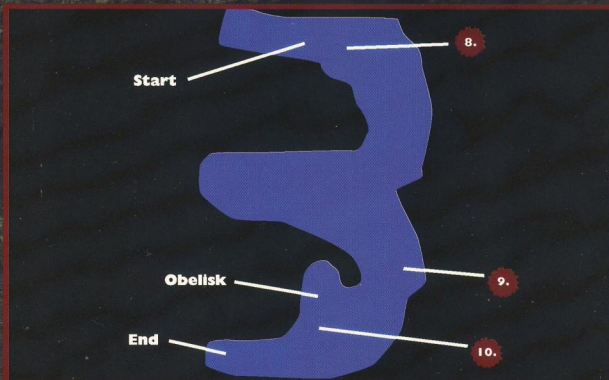
As is so often the case, everything's easier when you're Berserk. When you reach this wild state, go nuts on the opposition to make quick work of them.



Once the bridge drops, you can leave without being pursued. If you like, however, you can mow down the remaining dozen or so enemies before you go.



Rumble across the bridge to move to the next area.



From the top of a large spiral staircase, move carefully downward.



Slide down the stairs to knock the Specter Guards off their bony feet, and follow up with a finishing slice.



Since there's very little room to maneuver on these stairs, your best defense is often to simply jump. You can always add a slice as you come down for a counterattack.

SWORD of the BERSERK Guts' Rage



You should probably abandon all swings; they just bounce off the walls and leave you vulnerable to attack.



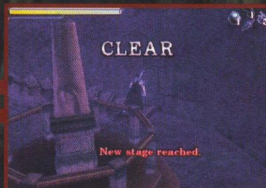
As you cross a wooden bridge, you can see the floor of the room below.



In the bottom of the room, you must face several more Specter Guards (including any that fell off the stairs as you climbed down).



Though the room may look spacious compared to the stairs, the walls are still too tight for big combo fighting and wide swings.



When the 14th Specter Guard is dust, you're rewarded with your first Save Stage. From now on, if you save your game when you quit, you begin right here.



Cinematic



Everyone seems to be safe. Guts demands to be taken to Casca.



Reunited.



Whether he believes Dunteth or not, Guts feels he must fetch the Heart for Balzac. If there's a shred of hope for Casca, he must pursue it.

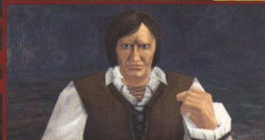
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Dunteth's wife agrees with Guts. If there is a chance they can save their son, it's worth taking Balzac at his word.



As Dunteth retreats to consider his course, the heroes exchange apologies.



Dunteth has decided to come with Guts, retrieve the Heart, and use it as a bargaining chip to make Balzac relinquish the serum.



Puck assures Guts that the hideout is safe. He can feel confident leaving Casca here.



Guts leaves Casca and Puck in Rita's hands until he gets back.



Puck's ability to sense danger fails yet again as the purpose of Balzac's experiments is revealed. The Titan (an engineered Mandragoran warrior) makes short work of the rebels in the base.



Gyve and his Spies are overjoyed to take Rita and Casca back to the castle.

Sword of the BERSERK Guts' Rage

Cinematic



Guts, Dunteth, and the rebels trudge through the woods.



One of the band is suddenly attacked by a horrific Mandragoran forest creature.

SCENE 1

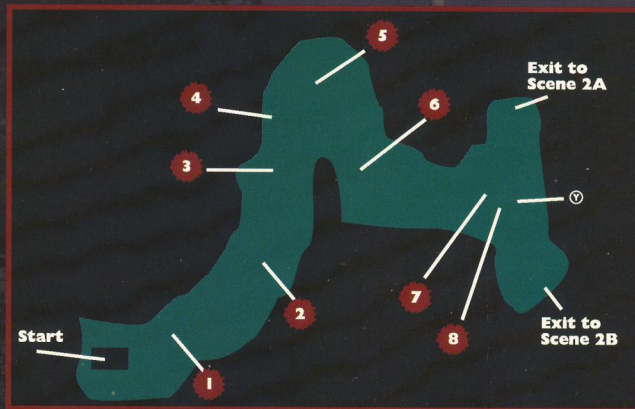
Enemies

Total: 27

- Bears
- Dogs
- Ostri Ogres

Power-ups

- None



Sidestep immediately to avoid the Bear's pounce.



Put away your sword, and mow down the Dogs and Ostri Ogres in the distance.

TIP

Ostri Ogres are difficult to attack up close but easy to kill. Use your cross-bow from afar instead of trying to avoid their charge.

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2.
At this rocky rise, thin out the opposition in the middle distance.



As you push forward from the rock, a Dog hops from the side brush.



3.
As the clearing ahead comes into view, another Dog bursts from the ridge to the right. Remember, walk slowly down these forest paths.



4.
The clearing is filled with Ostri Ogres and Dogs. Destroy as many as possible from a distance before entering.



Eventually, a Bear enters from the left and sprints toward you. Whip out your sword and cut the Bear in two.



A second Bear quickly follows the first.



5.
Once you butcher the second Bear, you can safely enter the clearing and mop up the stragglers.



6.
At the rocky steps, go through the usual routine to kill the Dogs and Ostri Ogres.

Quick Timer Event

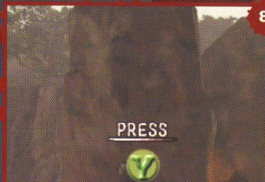
Get ready to press **Y**. If you press it in time, you go to Scene 2B. If you do not, you head to Scene 2A. Both lead to the same place, a bridge across a chasm.

Episode 6: Forest Grows to the Town's Edge

SWORD of the BERSERK Guts' Rage



Ahead, you must press **Y** to avoid a rock fall. The path through Scene 2B (after successfully pressing **Y**) is considerably easier.



When this signal flashes, quickly press **Y** to stay on the preferred path. Go now to the appropriate following scene.

SCENE 2A

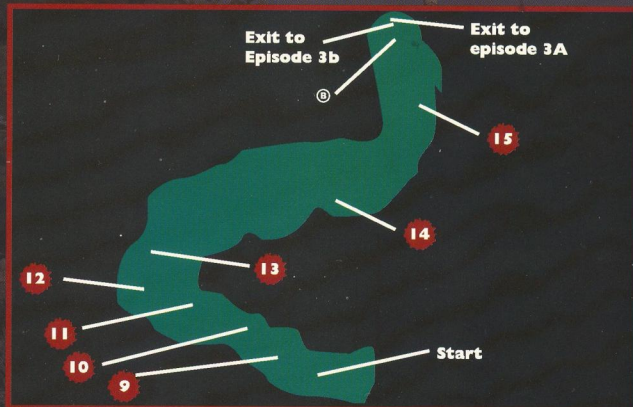
Enemies

Total: 51

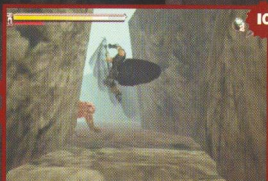
- Bears
- Dogs
- Ostri Ogres
- Frogs

Power-ups

- None



If you don't press **Y** in time (Guts is knocked down by the falling rock), you end up on the first of two alternate paths.



Move quickly out of this very narrow pass and quickly dispatch two Bears.



At the head of a small clearing, the opposition is very thick. Begin by chucking a Grenade into the cluster of Bears, Ostri Ogres, and Dogs.

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As you turn the corner, another gang stalks you from ahead.



Kill the Ostri Ogres quickly because these two Bears follow in tandem with disarming speed.



As the passage opens a bit, a pack of Frogs hops into view. Be very careful; this is actually one of the most dangerous segments of this episode.

TIP

Retreat if necessary and keep all Frogs in front of you. Use downward slices when the Frogs are on the ground, or use swings to nail them in midjump.



Pass through a narrow rock gateway and mow down another gaggle of Frogs.



Farther ahead, more Frogs and two Ostri Ogres await your arrival.



As you go through a short tunnel, take great care with another pack of Frogs. Move forward slowly once the coast is clear.

Quick Timer Event

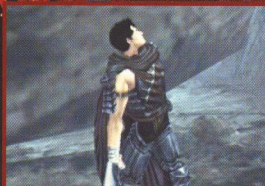
Get ready to press **B**. If you press it in time, you go to Scene 3A. If you do not, you head to Scene 3B. Both eventually lead to the same place: a clearing for a final fight.



Approach the bridge slowly. As you cross the bridge, you trigger a cinematic of a Pickaxe Thug destroying the bridge.

Episode 6: Forest Grows to the Town's Edge

SWORD of the BERSERK Guts' Rage



If you press **B** in time, you jump across the falling bridge, kill the Pickaxe Thug, and proceed to Scene 3A. If

you do not press **B** in time, you are sidetracked into the more difficult Scene 3B. Skip now to the appropriate following scene.

SCENE 2B

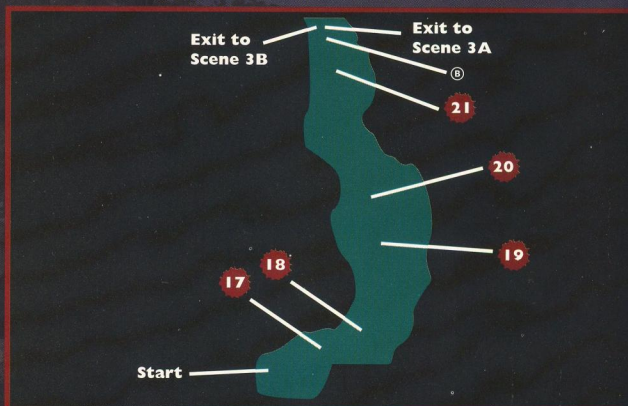
Enemies

Total: 39

- Bears
- Dogs
- Ostri Ogres
- Frogs

Power-ups

- None



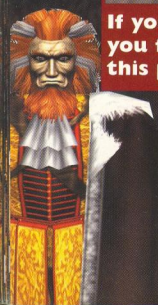
If you hit **Y** in time, you find yourself on this path.



Climb the steep path to face a couple of Dogs. These are only a warm-up for the area ahead, dense with foes.



The clearing is full of Bears and Frogs.



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Take it slow and clear out all monsters before proceeding under the fallen tree.



Don't forget the Bear lurking in the pond.



Go under the fallen tree as the passage narrows.



Again, the opposition is almost impossibly thick.



Inch toward the bridge, but get ready to press **B** in the next timing junction.

Quick Timer Event

Get ready to press **B**. If you press it in time, you go to Scene 3A. If you do not, you head to Scene 3B. Both eventually lead to the same place, a clearing for a final fight.



Approach the bridge slowly. As you cross the bridge, you trigger a cinematic of a Pickaxe Thug destroying the bridge.



If you press **B** in time, you jump across the bridge, kill the Pickaxe Thug, and proceed to Scene 3A. If you do not press **B** in time, you are side-tracked into the more difficult Scene 3B. Skip now to the appropriate following scene.

Episode 6: Forest Grows to the Town's Edge

Sword of the BERSERK Guts' Rage

SCENE 3A

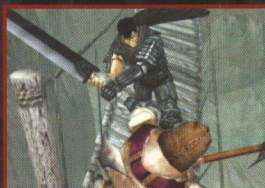
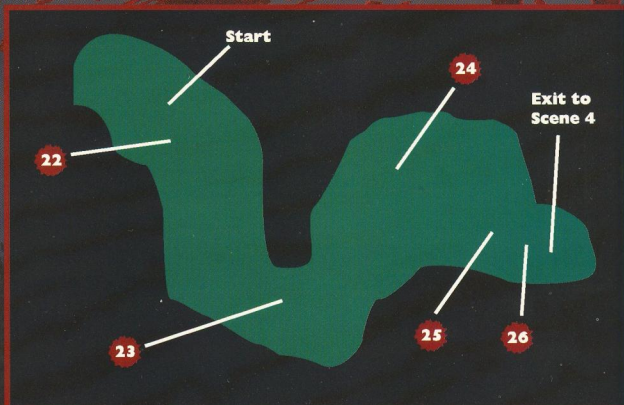
Enemies

Total: 25

- Bandit Leader
- Pickaxe Thugs
- Axemen
- Pikemen

Power-ups

- None



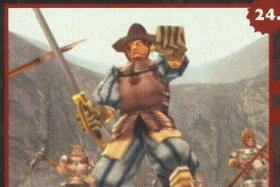
If you press **B** in time, Guts leaps across the gap and slashes the Pickaxe Thug on the opposite side.



Collect yourself on the opposite side of the bridge and proceed down the path ahead.



As you round the corner, you meet another gang of bandits.



The Bandit Leader spouts pathetic threats and orders his numerous minions to attack.



Not surprisingly, this fight is similar to your very first one. The confines, however, change the dynamics considerably. It is very easy to find yourself surrounded if you don't fight wisely.



It is even more important here than usual to focus your efforts on the axe-throwing bandits. They form a circle around you and pound you from all sides.

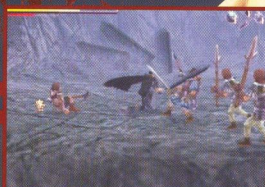
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Focus on these long-distance assailants, even if it means having a school of Pikemen amassing behind you.



You can easily deal with these large, slow foes by leading them down the narrow pass on the right side of the area. You can also head here to counteract a throwing axe crossfire.



As you plow through the bandit soldiers, the Leader eventually joins the fight.



Once the coast is clear, you can exit to the right. Skip now to Scene 4.

SCENE 3B

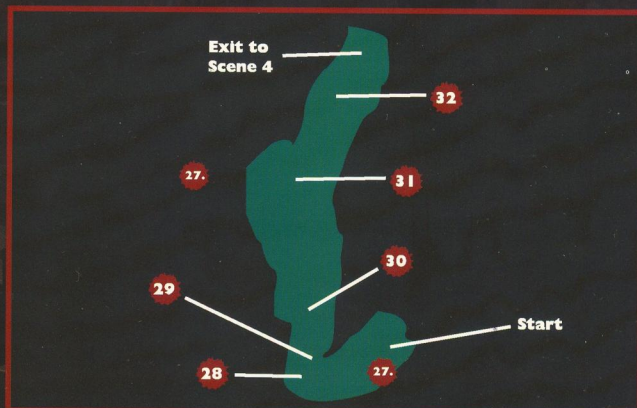
Enemies

Total: 19

- Bears
- Dogs
- Ostri Ogres
- Frogs
- Slither Demons

Power-ups

- None



Episode 6: Forest Grows to the Town's Edge

SWORD of the BERSERK Guts' RAGE

TIP

If you're nimble enough, you can run through this scene without engaging in any combat or taking any damage. If you're low on health and credits and think you have the navigational skill, you can try to plow straight through to the exit to Scene 4.



If you don't press **B** in time at the bridge, Guts falls into a cave in the chasm.



Follow the cave.



When you fall off a short ledge, head to the left.



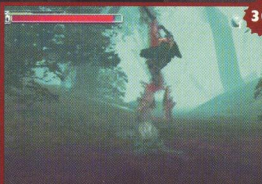
The floor of the cave is mostly filled with water. As if the bathing Bears weren't bad enough...



...the barely visible Slither Demons under the water are a real pain.



Do not stay in the water. Jump onto one of the rocks in the pond or, better yet, onto dry land. You can also just ignore the Slither Demons entirely and move on.



Out of the water, you must deal with a large hoard of Dogs, Bears, and Ostri Ogres.



Through a rock gateway, face off against a quartet of Bears.

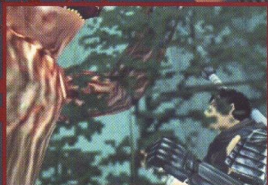
Prima's Official Strategy Guide



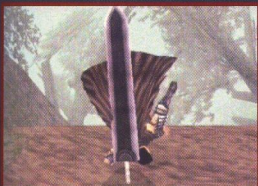
Draw the Bears back into the rock gateway and try to get them one on one.



Leaving Bear heads in your wake, continue up the path.



Oops, must have missed one. A Bear leaps out of the brush to get you in a headlock.



Luckily, he knocks you off a ridge, and you fall into a clearing below. Proceed to Scene 4.

SCENE 4

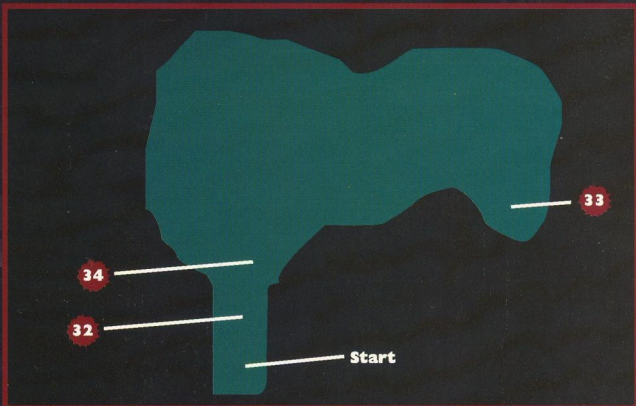
Enemies

Total: 15

- Dogs
- Frogs
- Karnids

Power-ups

- None



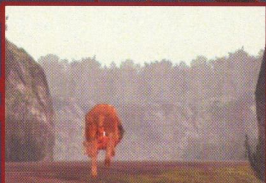
Episode 6: Forest Grows to the Town's Edge

SWORD of the BERSERK Guts' RAGE



32.

You start here from either Scene 3A or 3B. Dust yourself off and move through the bushes.



A group of Dogs runs into the clearing. That shouldn't be any problem.



33.

Um, what were those loud footsteps?



34.

Stay as close to your starting place as possible and try to kill all the Dogs and Frogs—the Karnids don't seem to advance if you stay in the back of the area. Remember, no long combos or you'll walk right into three Karnids.



Once most of the smaller foes are gone, move forward to engage the Karnids. Again, if you advance slowly, you only have to deal with one at a time.



If you do attract all three Karnids, now is a good time to use your Hand Cannon. Once all 15 enemies have been banished, the episode ends.

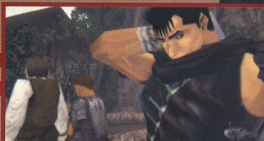


Prima's Official Strategy Guide

Cinematic



Everything looks peaceful enough, except for the Mandragora growths on the people and the flowers everywhere.



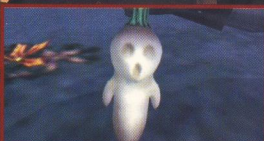
Trouble again.



Dunteth: "The ironic thing is these Mandragoran zombies are more lively than we are—strange."



One of the rebels pulls a Mandragora sapling out of the ground.



A piercing shriek emerges from the uprooted plant.



The sapling's cry awakens the Mandragorans within.



Guts' rebel escorts don't survive the ensuing Mandragoran attack. Guts angrily jumps into action.

Episode 7: The Village of the Mandragorans

Sword of the BERSERK Guts' Rage

SCENE 1

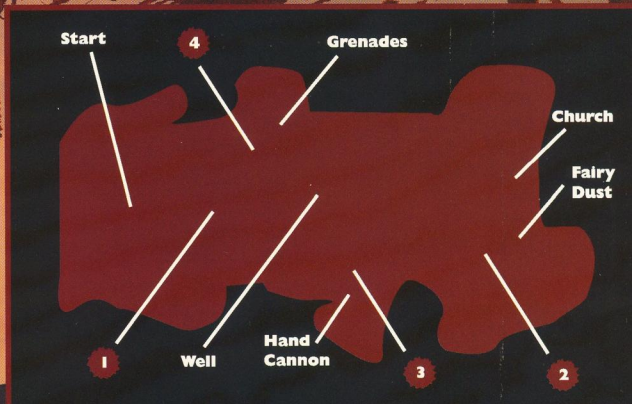
Enemies

Total: 36

- Thrashes
- Death Children
- Midwives
- Craniums

Power-ups

- Fairy Dust
- Hand Cannon
- Grenades



Deal roughly with the first two Mandragorans.



You must defeat 36 total Mandragorans in this village square.



There are many Thrashes and Death Children here.



There are also more of the gigantic Craniums.



You're introduced to the towering Midwives as well.



At the far end of the village, near the church, a box contains a vial of Fairy Dust.

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3

Along the right side of the town, in an alcove, there's a hard-to-see box housing a Hand Cannon.



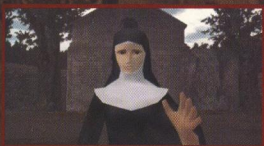
4.

On the left side, look for a stack of boxes to retrieve Grenades.



When you've cleared the village of all 36 Mandragerans, the battle ends.

Cinematic



Sister Eriza stops the carnage. Mandragerans, she says, only turn violent if you attack them or uproot one of their saplings.



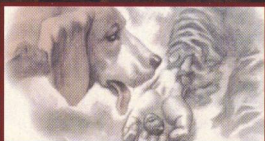
Rita enters the village with the terrible news about Casca.



The situation now even more dire, Guts demands the Heart of the Great Tree.



Sister Eriza tells a tragic tale of a boy from the town who was "different."



When he died on the church steps, he held a strange amulet.



Rita: "I don't think you'll find anyone who wants to become a Mandrageran."

Episode 7: The Village of the Mandragerans

Sword of the BERSERK Guts' Rage

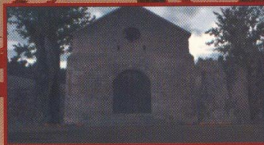
Episode 7: The Village of the Mandragorans



Eriza: "Really? But I want to."



All philosophy and moral dilemmas aside, Guts wants the Heart.



Eriza, in tears, retreats into the church.



Meanwhile, in Balzac's dungeon, Casca sits quietly.



Puck to the rescue—sort of.



The beast known as the Immortal Zodd arrives; he's looking for Guts.



Luckily, the door's been blown off the hinges.

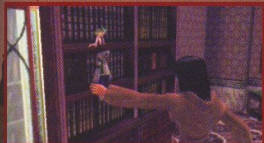


Puck and Casca find the dark side of Balzac's "experiments."



Looking for a place to hide, they find a young girl, Annette, who's the spitting image of the portrait of Balzac's wife. She must be the Baron's daughter.

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The guards are coming. Puck and Casca duck into a secret passage.



They find a Mandragoran Heart.



Casca wants to hold the "baby."



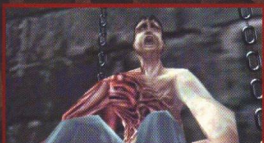
Balzac: "Leave that Heart alone. It's mine."



The Heart awakens.



It begins to enfold Casca.



The Heart's shriek is heard all over the town, and the Mandragorans obey its call.



It begins.

Episode 7: The Village of the Mandragorans

Sword of the BERSERK Guts' Rage

Cinematic



Rita doesn't know what to think. They still need the Heart, don't they?



Guts finds a secret tunnel under the altar.



Our hero goes alone into the ancient catacombs.

Scene 1

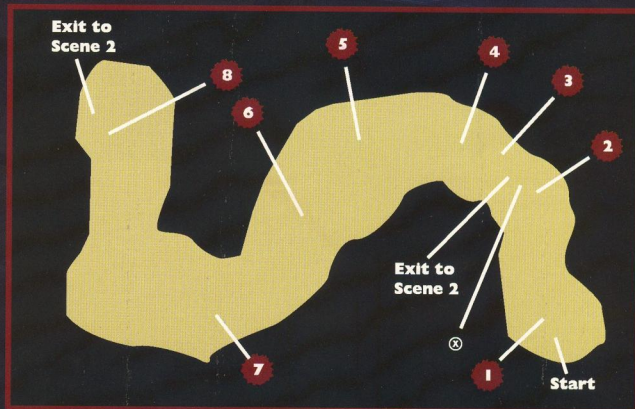
Enemies

Total: 35

- Slither Demons
- Stalkers

Power-ups

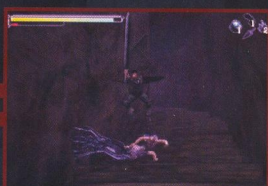
- None



Move very carefully down the stairs.



Several Slither Demons guard these stairs, waiting to chomp on your ankles.



It's best to jump attack as you descend the stairs. It's risky because it leaves you open if you miss, but it is the most efficient way to clear the path.

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2.

At the base of the stairs, a wooden plank bridge leads across a chasm.

Quick Timer Event

Get ready to press **ⓧ**. If you press it in time, you continue through Scene 1 and, at the end, skip to Scene 3. If you do not press **ⓧ** in time, go directly to Scene 2 now.



As you cross the bridge, you must press **ⓧ** to make it to the other side. If you press the button in time, Guts jumps to the other side and proceeds through the remainder of Scene 1. If you fail, you drop into a very dangerous area (Scene 2) and skip the rest of Scene 1.



3.

If you make the jump to the other side, collect yourself and continue down the



4.

The tunnel continues deeper and deeper under the ground. These steps are infested with Slither Demons and Stalkers. Take your time and avoid crowds.



You may jump over the opposition (which is easy from the height of the stairs) and run to the bottom of the cavern if you like. Only a few enemies bother to follow you to the end.



5.

Continue down the next narrow passage to the next open area. It's just more of the same.

Episode 8: Under the Church



SWORD of the BERSERK Guts' Rage



As the path drops off, descend to the last part of this map. You guessed it, there're even more Slither Demons and Stalkers.



In the last open area, you meet the densest collection of enemies in these catacombs.



A cave opening at the bottom of the passage leads to Scene 3.

SCENE 2

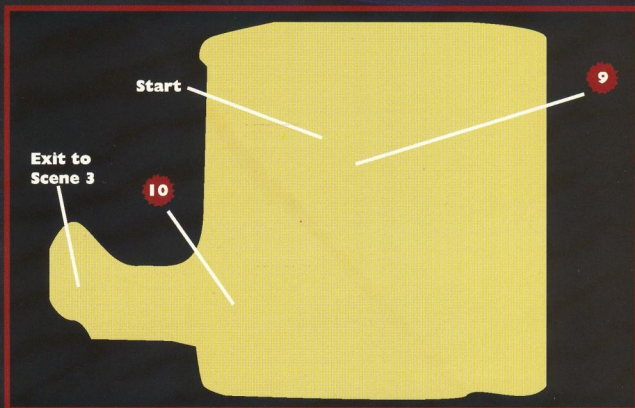
Enemies

Total: Infinite

- Frogs
- Stalkers
- Saplings

Power-ups

- None



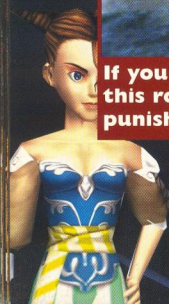
If you've dropped into this room, it's a punishment.



Your first problem is an infinite supply of saplings falling from the ceiling. Don't let them touch you—stay in constant motion.



Your second problem is Frogs, lots of them. With the constant threat of sapling showers, forget about the Frogs and keep moving.



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Finally, roaming around the area are several Stalkers. Again, your goal should be constant motion; do not pause to fight if you don't have to.



Find the door as quickly as possible. To do this, find a wall and follow it until you see the door. This room is very dark and misty, so keep your eyes peeled.



Here it is. Exit here to find Scene 3.

SCENE 3

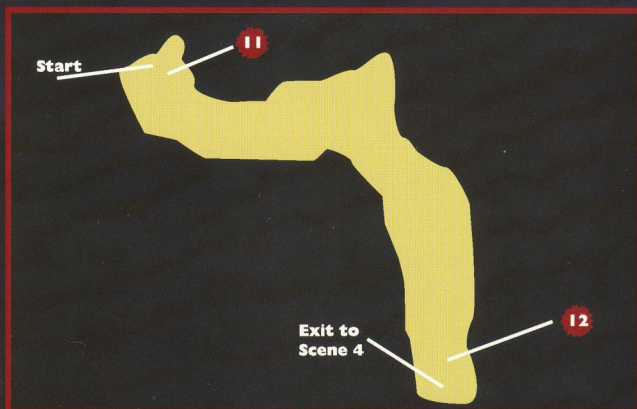
Enemies

Total: 4

- Slither Demons
- Stalkers
- Flytraps

Power-ups

- None



Sword of the BERSERK

Guts' Rage

Episode 8: Under the Church



There are several dangers in this hall, most notably the boulders falling from the ceiling. There is almost no way to avoid these except by perpetually moving.



The best way to get through this hall is to do nothing but downward jump attacks. These kill the Flytraps, knock down the Stalkers, kill the Slither Demons, and keep you moving enough to avoid most falling rocks.



The end of the hall is blocked by a gate of vegetation. Hack it open or, for quicker results, blow it open with a Grenade to exit this scene.

Cinematic



Guts finds the Heart of the Great Tree.



Unfortunately, Eriza's here to protect it.



Eriza apparently has a secret. She is also a Mandragoran.

Scene 4

Enemies

Total: 2

- Heart of the Great Tree

Power-ups

- None



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Quick Timer Event

Eriza attacks. You are prompted to press a button to dodge each of her three attacks. If you fail to press the right button in time, you lose a life. You must do all three correctly to survive the encounter.

The button sequence is: **X**, **Y**, then **A**.



As Eriza attacks, press **X** when prompted.



For her next attack, press **Y** when prompted.



Finally, press **A** when prompted.



With its guardian felled by your blade, the Heart attacks.



The Heart consists of a center section (the Heart itself, which is covered for the first part of the battle) and two gigantic Flytrap arms on either side. You must kill each of the arms before the Heart will open itself to damage.



The Heart's first attack is the scream. When it launches this attack, the world turns wavy, and Guts takes damage. Your only defense is to abort the scream by attacking just as it begins.



Stand close to the wall and hack away until the arm dies.



Don't stand still too long, however, or the arms will repeatedly slam themselves into the ground, and you.

Sword of the BERSERK Guts' Rage

Episode 8: Under the Church



The arms also bang against the walls to bring rocks tumbling upon you. If you see the arms try this, move quickly until the rockslide stops.



Finally, the arms can bite and swing laterally.



When both arms are dead, the Heart opens. However, it is anything but vulnerable.



You cannot damage the Heart with arrows or daggers.



The "tongue" in front of the Heart can lift and strike you from above or swing laterally to knock you off your feet.



The Heart can also flutter its petals if you get too close; it doesn't sound threatening, but it's pretty brutal. Jump attack to kill the Heart. With this victory, you achieve the second Save Stage.

Cinematic



Guts picks up the fallen Heart.



Eriza, somehow still alive, steals the Heart from Guts and runs out of the church.

Prima's Official Strategy Guide

Cinematic



Eriza emerges to find the village ablaze and Balzac's troops massacring the Mandragorans.



Gyove and his Spies close in on Eriza.



The noble Nun foils Balzac's ambitions by casting herself and the Heart into the fires.



The evil henchman thanks Guts for leading them to the rebel base and this town. He prepares to seize Rita and Guts.



Just as the guards are about to take them prisoner, Zodd swoops from the sky.



The Baron's troops run in fear as Zodd turns his attention to Guts. A challenge is offered, and a fight ensues.

SCENE 1

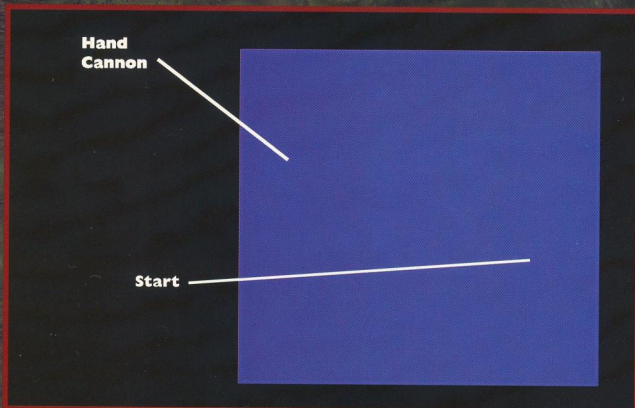
Enemies

Total: 1

- Zodd

Power-ups

- Hand Cannon



Episode 9: The Immortal Zodd

Sword of the BERSERK Guts' Rage

Episode 9: The Immortal Zodd



Zodd can hurt you in so many ways that it's almost impossible to list them all. However, you can match him with a little smarts and the skills you've been cultivating over these first episodes.



Most dramatically, Zodd charges with his horn. After he impales you with it, he lifts you high into the air and slams you to the ground. Don't stand around in one place.



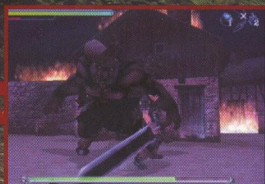
Second, Zodd can swipe with both hands, often in very quick succession.



Third, he can leap into the air and land squarely on your back. When he jumps out of view, run erratically and away from where you stood when he took off.



Fourth, Zodd can pick you up by the skull and toss you to the ground like a rag doll.



Zodd is most vulnerable when he roars. When he does, rush in and clobber him while you can. Don't stay too long, and be ready to retreat.

Prima's Official Strategy Guide



Zotto's jump attack can leave him ripe as well. If you avoid it, you'll probably end up behind him. Pound on him, but be ready to jump over that tail when it swings.



Jump attacks work great and should be your default offensive maneuver.



The key to fighting Zotto is to avoid getting greedy. Get a few good hits in and pull back for a new assault. You can't beat this beast in one flurry; it takes time.

TIP

Zotto slowly replenishes his health when injured, so limit your delays in attacking him. Go for him right after he lands from a jump.



Near the well, a box contains a Hand Cannon.



When you've nearly depleted Zotto's health, he stops the fight.

Cinematic



Zotto promises that Guts and he will meet again. He also informs Guts that "the branded girl" (Casca) is in trouble. Zotto departs into the skies.



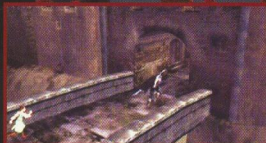
As Guts and Rita leave the town, the surviving villagers begin to shed their Mandragora. Killing the Heart of the Great Tree has caused the plants to lose their hold.



Unfortunately, the folks don't remember anything that happened to them and only see what is before them now. They blame Guts for the devastation of their town and chase him and Rita into the forest.

Sword of the BERSERK Guts' Rage

Cinematic



Rita and Guts arrive at Balzac's gate.



Puck tries to bring Guts up to date: Casca is caught in the Mandragora, the Mandragorans in the town are rampaging, Balzac has mobilized his army and activated his Mandragoran soldiers, and people are being taken over by the Mandragora saplings. Bad day.



Guts spies children in trouble.



Guts to the rescue. Duck kids.

Episode 10: The Burning City

SCENE 1

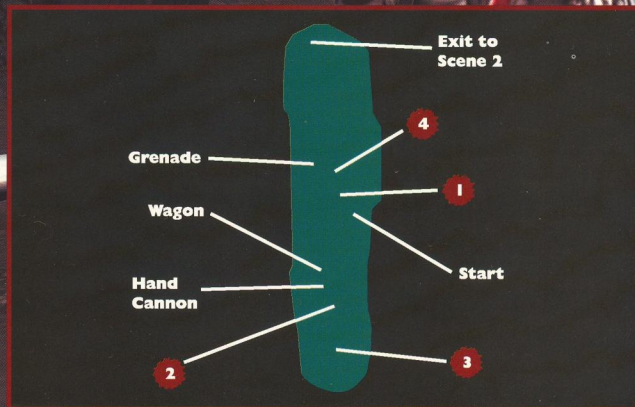
Enemies

Total: 58

- Thrash
- Death Child
- Nurse
- Pain Imp

Power-ups

- None



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1.

Beginning in the middle of this long street, immediately gut the closest pack of Mandragorans.



2.

The barrel behind the wagon yields a Hand Cannon.



3.

You may retreat through the front gate of the town and use its portal as a funnel. However, several Mandragorans generate at this point (not back in the street) and can, therefore, pop up behind you.

TIP

In this section (as in several in this episode), you may simply exit the area without fighting if you wish. Whenever this is not the case, it will be mentioned. Otherwise, presume that you can tear through if things get tough.



4.

Farther up the street, look for a jar on a table. Smash it to nab Grenades.



When you're ready, run through the gap at the far end of the map to enter Scene 2.

Episode 10: The Burning City



Sword of the BERSERK Juts' Rage

SCENE 2

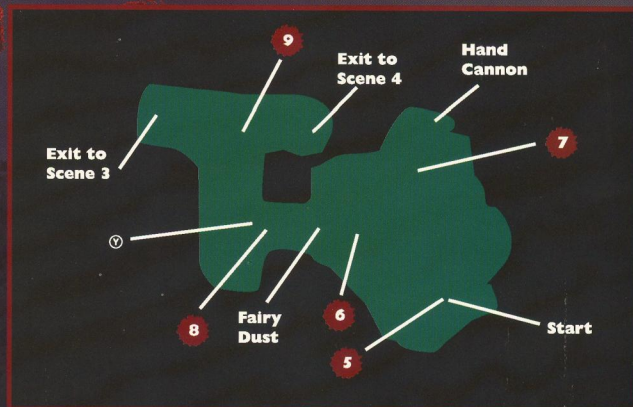
Enemies

Total: 6

- Death Child
- Nurse
- Pain Imp
- Midwife
- Cranium
- Karnid

Power-ups

- Fairy Dust
- Hand Cannon



This small courtyard holds a staggering array of danger. Mandragorans of all types mill about and converge on you as you enter.

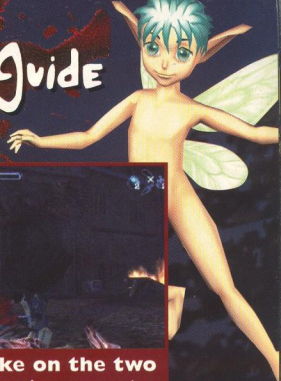


If you have less than your maximum allotment of Fairy Dust, rush quickly to the stack of boxes blocking the alley to the left. If you smash the wall before the Cranium bursts through it, you can pocket a jar of the life-restoring compound.



On the far end of this courtyard, to the right, look for a barrel concealing a Hand Cannon.

Prima's Official Strategy Guide



Keep on the move to avoid gang attacks.



Focus on the smaller enemies first.



Next, take on the two large enemies one at a time.



Leave the square through the exit on the left (where the box blockade formerly stood).

Quick Timer Event

Get ready to press **Y**. If you press it in time, you go on to Episode 3. If you don't hit **Y** in time, you're sidetracked into Scene 4.



As you leave the area, you're prompted to press **Y**. If you're successful, Guts avoids some crumbling stone and jumps to the left passage. If you fail, he's forced to the right (so skip to Scene 4).

SCENE 3

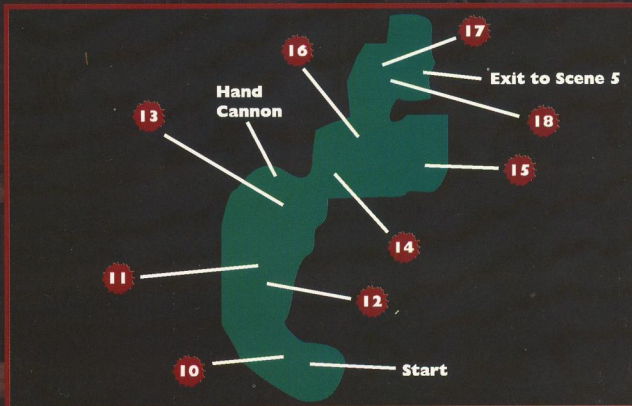
Enemies

Total: 27

- Dagger Guards
- Lieutenants
- Stilettoes
- Titans

Power-ups

- Hand Cannon



Episode 10: The Burning City

Sword of the BERSERK Guts' Rage

Episode 10: The Burning City



If you hit the required button properly, Guts dashes up this staircase.



Climb the stairs to the top.



At the top of the stairs, you encounter a group of Balzac's troops.



Don't get backed into this area at the bottom of the map. There's no space to use your sword, and, though you can back down the stairs behind you, you'll be trapped.



To the left of the walkway, splinter a barrel for a Hand Cannon.



As you move toward the downward stairs, a Titan hurls a barrel at you. Avoid it or smash it with your sword. Show the Titan what you think of this welcome.



Descend the stairs to the floor below. Don't let the Stilettoes converge around you.



Head through the opening to the left, but be ready for another Titan.



As you round the corner, block against the barrel thrown by the Titan. Bear right when you've defeated the Titan, but be ready for another timing junction.

Prima's Official Strategy Guide

Quick Timer Event

Get ready to press **B**. If you press it in time, you go on to Scene 5. If you don't hit **B** in time, you're sidetracked into Scene 6.



A Dog leaps from above. Press **B** when prompted to move to Scene 5. If you fail to press **B** in time, you're knocked into the sewers (so skip to Scene 6).

18.

Scene 4

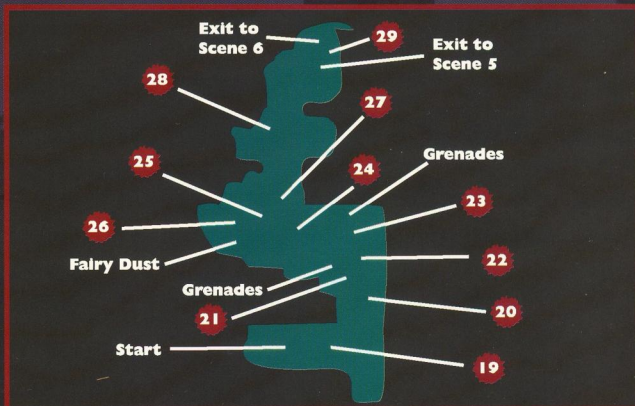
Enemies

Total: 30

- Death Children
- Thrashes
- Nurses
- Karnids
- Dogs

Power-ups

- Fairy Dust
- Grenades



Episode 10: The Burning City



If you fail to press **Y** in Scene 2 to avoid the falling stones, you end up tumbling down these stairs.



Slide down this narrow hall and slice the Mandragoran welcoming party.



In the alley, turn the corner and head toward the boarded-up arch.

19.

20.

Sword of the BERSERK Guts' Rage

Episode 10: The Burning City



21.

Before going through the arch, climb the stairs and shatter the urn to find Grenades.



22.

Break open the wood covering the arch, and plow through the Thrash trapped behind it.



23.

As you enter the corner room, two Dogs drop from the ceiling. Dice them and blast open the barrel for more Grenades.



24.

The next courtyard is tight and packed with all kinds of Mandragorans. Clear this area before continuing; it's not required, but it's hard to pass through here without getting pounded if you let them live.



25.

If you're low on Fairy Dust, shatter the wooden boards covering the doorway opposite where you entered.



26.

Don't worry about the flames; just fight the resident opposition and the foes that spawn in the courtyard. Your goal is to reach a crate containing a jar of Fairy Dust.



27.

Return to the courtyard and go through the other boarded-up archway.



28.

When you chop through the second set of boards, a large pack of Dogs descends upon you. Draw the Dogs into the courtyard and dispose of them and any other Mandragorans who come to help.



Turn the corner and prepare for another timing button.

Prima's Official Strategy Guide



Quick Timer Event

Get ready to press **B**. If you press it in time, you go on to Scene 5. If you don't hit **B** in time, you're sidetracked into Scene 6. Both 5 and 6 lead to Scene 7.



29.

As the Dog jumps from the rooftop, press **B** when prompted. If you press the button in time, you pump the Dog full of arrows and continue to Scene 5. If

you fail, you tumble into the sewer grate to fight through Scene 6.

SCENE 5

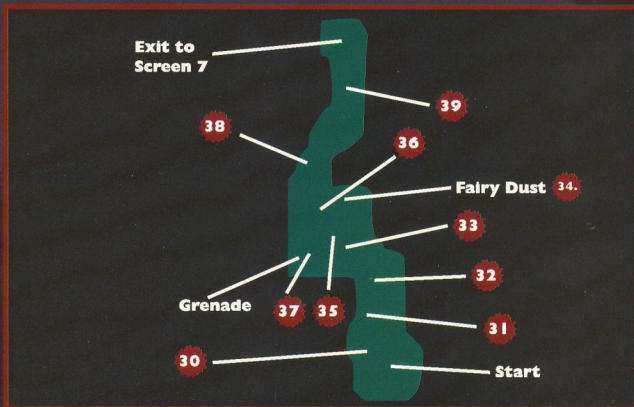
Enemies

Total: 26

- Dagger Guards
- Lieutenants
- Stilettos
- Impalers

Power-ups

- Fairy Dust
- Grenades



If you press **B** in time, Guts fends off the Dog and is free to continue to this scene.



Head down the street, but be ready for a quick timing button.

Quick Timer Event

Get ready to press **A**. If you press it in time, you get a big preliminary hit on the onrushing Impaler. If you don't hit **A** in time, you take a big hit yourself.

SWORD of the BERSERK Guts' RAGE

Episode 10: The Burning City



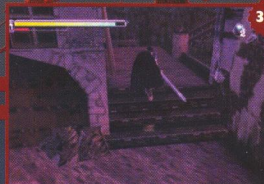
31.

As you pass a small staircase on the right, be ready to press **A**. An Impaler charges you, spear extended.



32.

If you hit the button on time, you find the attacker alive but on his back; finish him. If he gets you instead, battle him normally.



33.

Turn the corner, go up the short flight of stairs, and take the first right.



34.

Crush the boxes for a jar of Fairy Dust.



35.

Go back to where you turned and take the second right up the stairs.



36.

At the first landing, be careful fighting the Stilettos and any other soldiers who rush down the stairs.



37.

Climb the remainder of the staircase to fight several more soldiers and another Impaler.



38.

The barrels here hold Grenades.



39.

Once you beat the Impaler, rush down the path and descend the stairs. An Impaler has his back to you; wait for him to stop swinging his weapon, and give him a huge jump slice. This nearly mortal wound makes him easy to finish. Polish off the Lieutenants and proceed up the short stairs.



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39.

Toss a Grenade into the mob of Lieutenants. Softened up, they and the Impaler shouldn't be too

much trouble. Pass through the portal and skip to Scene 7.

Scene 6

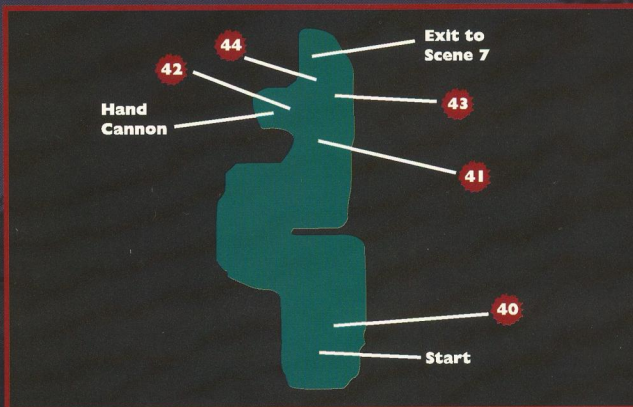
Enemies

Total: Infinite

- Slither Demons
- Stalkers
- Frogs
- Dogs
- Craniums

Power-ups

- Grenades
- Hand Cannon



If you don't press B in time when the Dog attacks (Scene 3 or 4), you end up here in the sewer.



40.

From this point, head through the sewer to the exit.



Since the opposition here is infinite and overwhelming, just sprint to the end of the tunnel, collect the power-ups if you need them, and get out.

Sword of the BERSERK Guts' Rage

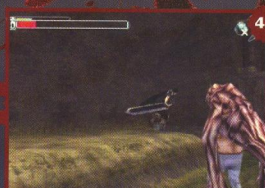
Episode 10: The Burning City



Really, it's just not worth it.



When you see the ramp leading out of the sewer, continue in the water to the end of the tunnel and turn left into a side tunnel.



Look in a crate for a Hand Cannon.



Run up the ramp to find Grenades.



Go through the door to enter Scene 7.

SCENE 7

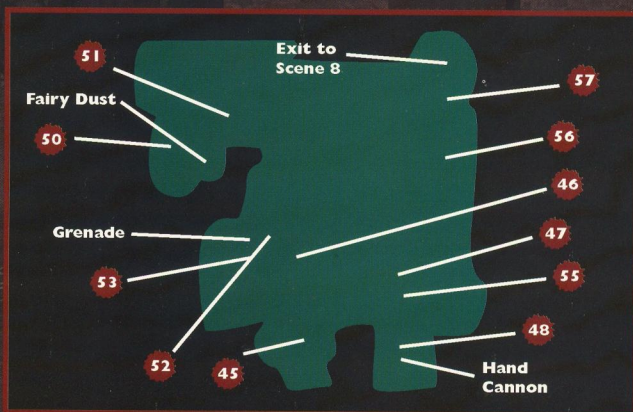
Enemies

Total: 53

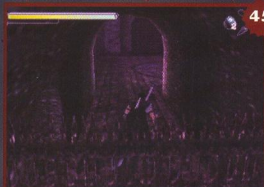
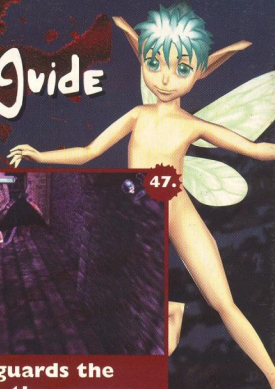
- Titans
- Crossbowmen
- Dagger Guards
- Lieutenants

Power-ups

- Hand Cannon
- Fairy Dust
- Grenade



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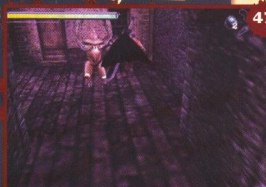
45.

Move carefully out of this tunnel to a well-populated courtyard.



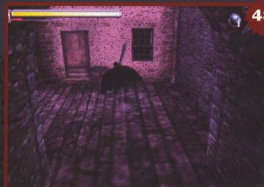
46.

As you enter the courtyard, break right toward the corner.



47.

A titan guards the alcove in the corner.



48.

A box here, however, contains a Hand Cannon.



49.

Hunt down the Crossbowmen that are around the room.

TIP

You can easily grab the Hand Cannon and find the stairs to the catwalk without engaging in too much combat here.



50.

When the courtyard is empty, or you just want to move on, head this way.



51.

Turn left to get to the stairs, but before you go up, note the barrel with Fairy Dust.



52.

Run up the stairs to the catwalk and plow through two Dagger Guards and a Titan.

Sword of the BERSERK Guts' Rage



Near the stairs, slay a Titan and clobber his barrel for Grenades.



At the top of the stairs, use the railing to control the flow of enemies. You need all the help you can get against this company of Lieutenants and Titans.



Once you've cleared the deck, continue along the walkway to a bridge to the next building.



As you cross the bridge, block or step to the right as the Titan hurls a barrel at you.



Turn the corner and march across the bridge toward a doorway.



Lob a Grenade into the first pack of Lieutenants and get to that portal fast.

TIP

You can stay and fight the next few waves of Lieutenants if you like, but you can also just dive right into the next battle.

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SCENE 8

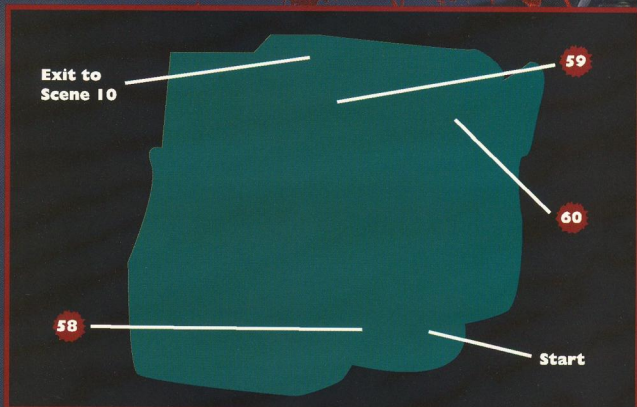
Enemies

Total: 23

- Titans
- Crossbowmen
- Dagger Guards
- Lieutenants
- Impalers
- Stilettos

Power-ups

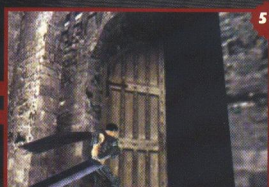
- None



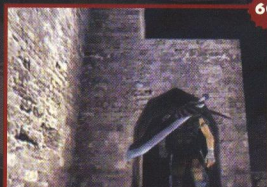
As you enter this area, you stand atop a high staircase as a door to the castle's main courtyard begins to close. You must kill all 23 enemies in under two minutes to go through this door and directly to the episode's final scene (10). If you fail, you must first go through Scene 9.



Draw your sword and drop directly to the floor to begin fighting. Work quickly but carefully to mow through all foes.



If you make your quota before the deadline, you can pass through the large door and skip to Scene 10.



If you don't quite make it, you exit via the door to the right to fight through Scene 9.

Sword of the BERSERK Guts' Rage

Scene A

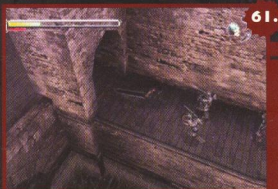
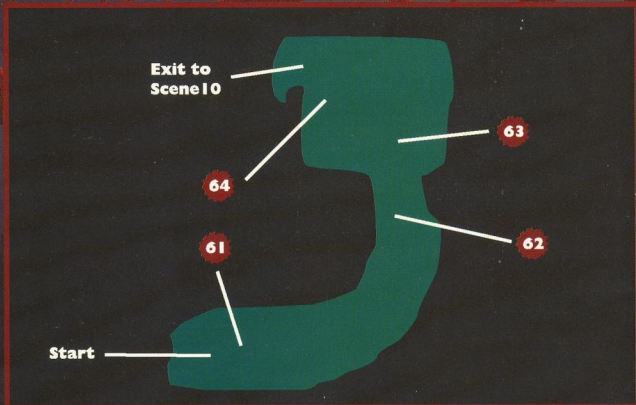
Enemies

Total: 17

- Crossbowmen
- Dagger Guards
- Lieutenants
- Impalers

Power-ups

- None



Put up your guard immediately to fend off the duo of Lieutenants. Then either carefully deal with the scores of

enemies on this lower level or make a mad rush for the ramp up the wall.



At the end of the walkway, run up the sloped wall.

Episode 10: The Burning City



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Use your jump attacks to eliminate the Impaler on the way.



At the top of the embattlement, jump forward to smack the first of two Impalers.



Jump attack the second Impaler and pass through the portal to Scene 10.

Scene 10

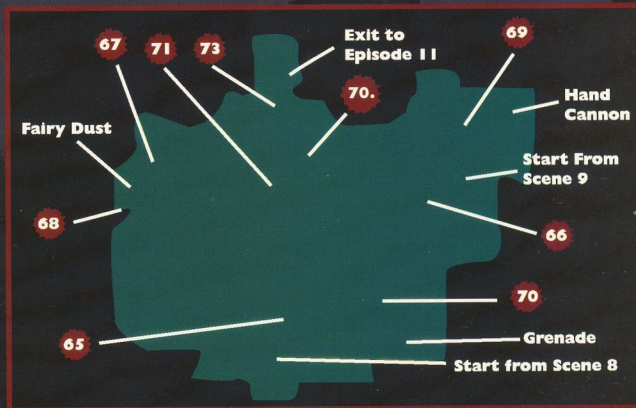
Enemies

Total: 24

- Crossbowmen
- Dagger Guards
- Lieutenants
- Impalers
- Stilettoes
- Dagger Guards

Power-ups

- None



If you enter from Scene 8, you begin here.



If you enter from Scene 9, you start here.



You must clear out all 24 enemies before you can enter the castle.

Episode 10: The Burning City

Sword of the BERSERK Guts' Rage

Episode 10: The Burning City



Start by emptying the ground area (outside the wooden barrier covering the stairs).



Climb the staircase for a prime sniping spot.



While you're up there, break open the door for a jar of Fairy Dust.



At the opposite end of the courtyard, shatter a container for a prize.



Under a wooden roof near the entry from Scene 8, one of the barrels holds another reward.



When the floor is vacant, smash the wooden barrier in front of the grand stairs.



At the top of the stairs, two Impalers emerge from the doorway. Toss a Grenade down the hall or give them both a giant jump attack welcome.



When all 24 enemies are gone, you are allowed to pass through the castle door.

TIP

If you can't go through the door, search the courtyard for stragglers. You can't leave until they're all dead.



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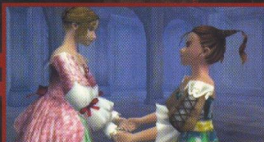
Cinematic



Rita and Guts enter the castle.



Puck "introduces" them to Annette.



Rita decides to take her with them.

Scene 1

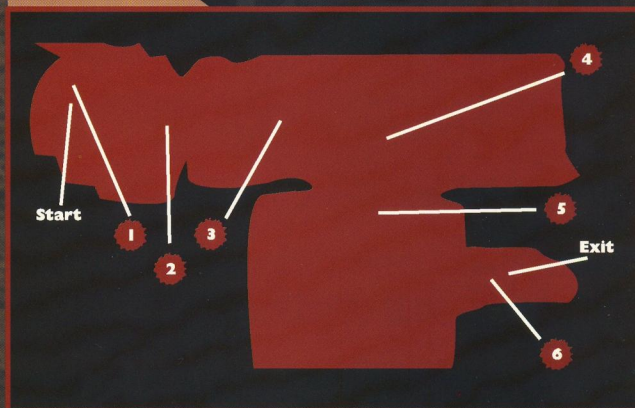
Enemies

Total: 14

- Thrashes
- Death Children
- Dagger Guards
- Nurses

Power-ups

- None



You have very little visibility in this spiral staircase, so take it slow.



You might be better off fighting with your fists than your sword in the stairwell's tight confines.



At the bottom of the stairs, duck through an arch.

Episode 11: Castle Engulfed in Chaos

Sword of the BERSERK Guts' Rage



As you emerge from the arch, move forward slowly to surprise a band of Dagger Guards.



When all of the Dagger Guards have tasted your steel, the door to the right breaks open, and Guts is attacked by a Nurse.



Attack or put your guard up instantly. You must annihilate three Nurses in this tight, murky room.



When you're done, or if you don't want to bother, trudge through the stone arch to Scene 2.

Episode 11: Castle Engulfed in Chaos

SCENE 2

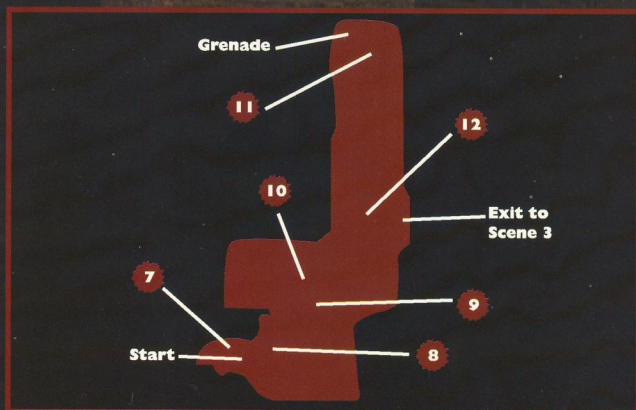
Enemies

Total: 29

- Thrashes
- Death Children
- Nurses
- Pain Imps

Power-ups

- Grenades



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7.

From this tight tunnel, chuck a Grenade into the human experiment room, then move into the room.



8.

The furniture in this room makes swinging your blade difficult, but Dragon Slayer is your only reasonable option here.



9.

When all foes are eliminated, Guts puts away his sword.



9.

Suddenly, he's ambushed by an Antaeon. The force of Guts' Hand Cannon propels the Antaeon through the metal door and into a hallway.



10.

You must pulverize about 20 Mandragorans in this L-shaped hallway before you're allowed to continue.



10.

Try to take them one at a time, unless you're Berserk.



11.

At the far end of the long corridor, a crate houses Grenades.



12.

When you're the only one left in the hall, a dead guard is hurled through the door. Enter the room from which the guard came.

Episode 11: Castle Engulfed in Chaos

Sword of the BERSERK Guts' Rage

SCENE 3

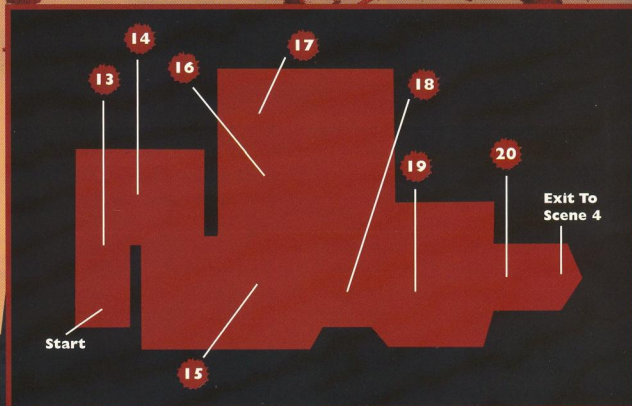
Enemies

Total: 29

- Thrashes
- Death Children
- Nurses
- Pain Imps
- Dagger Guards
- Lieutenants
- Titans
- Antaeans

Power-ups

- None



Wind through this part of the lab, but watch your corners; you never know what's waiting on the other side.

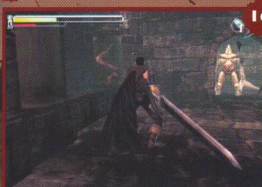


Your daggers or arrows work very well in these tight rooms.



When you see this Imp corpse on the ground (it fell out of its holding tank and, therefore, doesn't disappear), turn the corner to deal with the Thrash and Nurse waiting for you.

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16.

Someone has thoughtfully opened the door for you. Unfortunately, it's a Titan.



17.

Draw the Titan into the room if you can; otherwise, enter its area and cut it down before you deal with any other foes.



Exchange blows with several Dagger Guards, Lieutenants, and Titans.



18.

When everyone's dead, a door opens. Go through but be ready for a fight.



19.

This torture chamber is your toughest room yet—tight confines and several large and powerful enemies. Keep your head (and perhaps use your Hand Cannon).



Never position yourself in a corner.



20.

When it's just you and the iron maiden, pass through the archway (next to the Mandragoran corpse in the chair) and go up the stairs to Scene 4.

Episode 11: Castle Engulfed in Chaos

Sword of the BERSERK Guts' Rage

SCENE 4

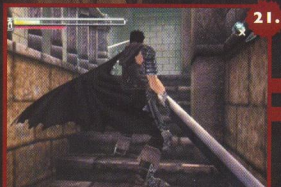
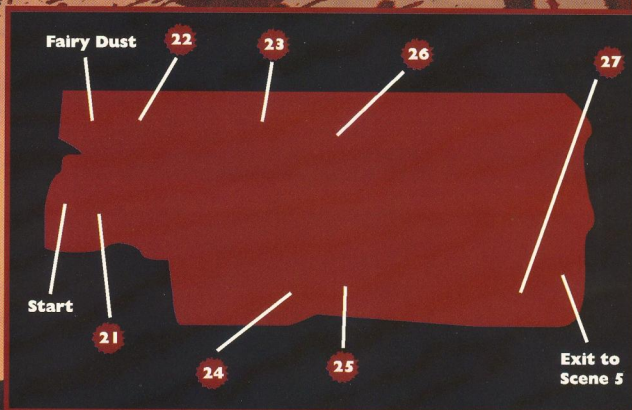
Enemies

Total: 7

- Impaler
- Crossbowmen

Power-ups

- Fairy Dust



Climb the stairs to the landing.



In the corner, bang on the crate for a jar of Fairy Dust.



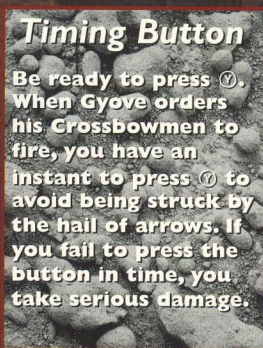
Turn the corner at the statue of the knight on horseback.



Take a deep breath and go through the double doors at the end of this L-shaped hall.



Looks like they've been waiting for you.



Timing Button

Be ready to press **○**. When Gyve orders his Crossbowmen to fire, you have an instant to press **○** to avoid being struck by the hail of arrows. If you fail to press the button in time, you take serious damage.

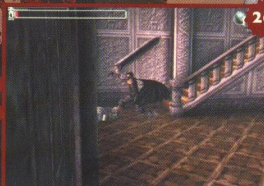
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Gyove orders the Crossbowmen to fire; press **Y** when prompted to block the shot.



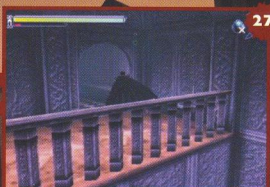
If you do it right, the arrows bounce off your raised sword, and Gyove sulks off through a door on the landing, leaving his minions to deal with you.



Mop up the Crossbowmen on the floor and climb the stairs.



Watch out for the Impaler on the landing.



Go through the portal to the checkered hall and Scene 5.

SCENE 5

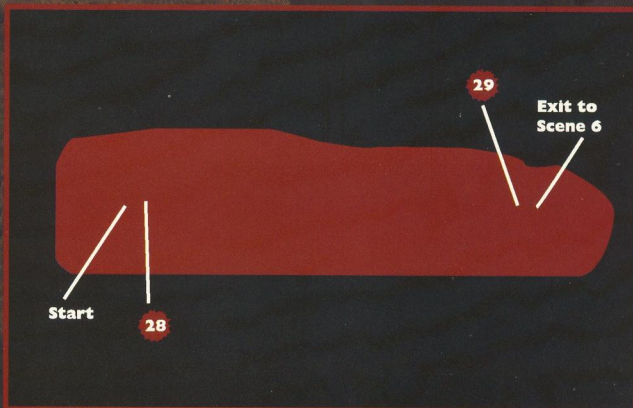
Enemies

Total: 34

- Dagger Guards
- Lieutenants
- Impalers
- Stilettos
- Antaeans
- Gyove

Power-ups

- None



Sword of the BERSERK Guts' Rage

Episode 11: Castle Engulfed in Chaos



28.

Gyove sicks his personal guard on you.



To exit this hallway, you must defeat over 30 enemies, including the extremely healthy Gyove.

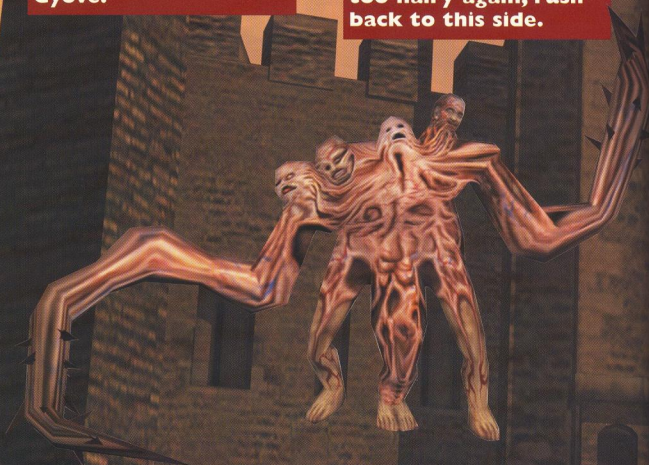


When crowds start to form near you, dash to the other end of the hall. When it gets too hairy again, rush back to this side.



29.

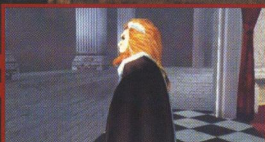
If you survive, you may exit through the large double doors to Balzac's throne room and Scene 6. This is also the final Save Stage.



Cinematic



Balzac awaits, though he bitterly laments that he can help neither Guts nor himself.

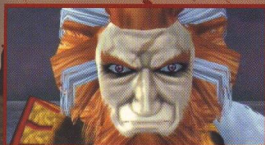


Balzac waxes melancholy on many things, many burdens that led him to his current state. He speaks of a weak and sickly wife for whom he had to care.



Rita: "What about her? She's your daughter."

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Balzac: "She's not my daughter. She's Annette, my wife."



The Mandragoran serum did cure her disease and give her everlasting youth, but it also robbed her of her mind.



Resigned to his doom, Balzac decides to finish what he started. He consumes the serum and instantly transforms into a battling demon.



SCENE 6

Enemies

Total: 1

- Disciple Balzac

Power-ups

- None



Balzac is incredibly fast and powerful. He's armed with twin long spear/axes. These he can swing, chop, and slice with incredible range, extending nearly 360 degrees.



His spin attack is devastating but has a very long windup. Once you learn to recognize it, simply slide away when you see it coming. You can try to counterattack once you're out of range, but it's risky.

Episode 11: Castle Engulfed in Chaos

Sword of the BERSERK Guts' Rage

Episode 11: Castle Engulfed in Chaos



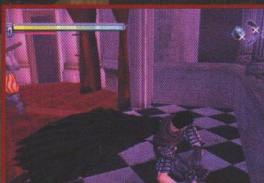
His teleport jump is difficult to avoid. He leaps straight up and comes down wherever you are with a vicious cross slash. It can, however, be dodged. Stand still, wait as long as possible once he jumps out of sight, and slide away. If you bolt too soon, he'll come down right on top of you.



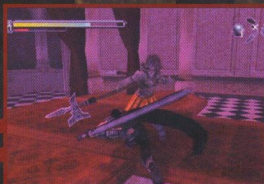
The Blur Run allows Balzac to avoid attack. He covers tremendous ground and can start moving in a moment. You see this most often when you try to slide into him.



Worst and most humiliating of all is the Pile Driver. If you stand still in front of Balzac for the briefest instant, he impales you with his spear, lifts you into the air, and slams you to the floor. Never stand still, and be careful using combos: the pause that usually follows an unsuccessful combo provides enough of a gap for Balzac to do some serious damage.



Don't get caught on the balcony; it's very difficult to extract yourself if Balzac corners you.



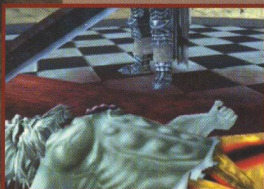
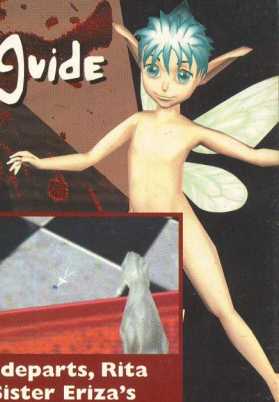
The secret to Balzac is short, hard combos and jumping attacks, followed by very quick retreats at random angles. In other words, strike quickly and slide away in one direction then another. Balzac counterattacks very quickly, so never hang around too long. Grenades and Hand Cannons are very effective but hard to target



Be very patient and choose your attacks precisely. You pay dearly for missed attacks.

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Cinematic



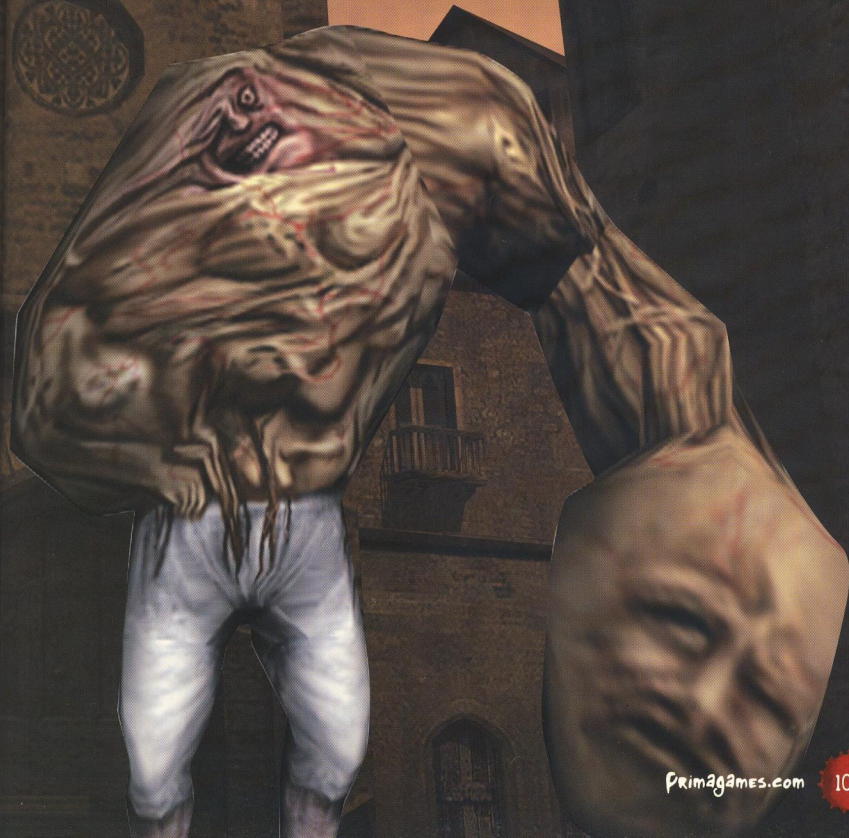
If you outlast Balzac, you pass through his throne room into Episode 12.



No time for mourning; Guts and company leave the dying Balzac and his child-wife to their fate



As she departs, Rita drops Sister Eriza's Beherite next to Balzac.



Episode 11: Castle Engulfed in Chaos

SWORD of the BERSERK Guts' RAGE

SCENE 1

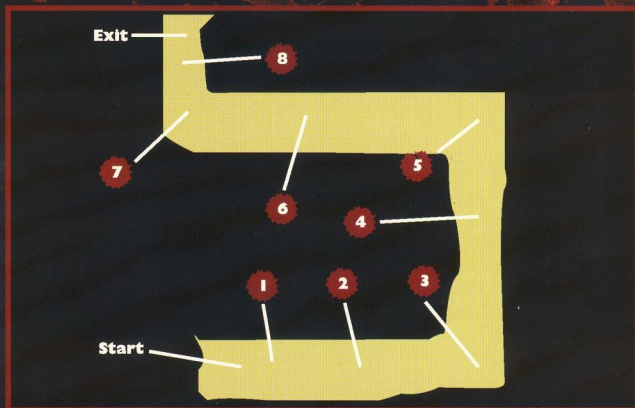
Enemies

Total: N/A

- Bloodweeds

Power-ups

- None



The only thing to do is run.



As you enter the hall, a giant tentacle plunges in and out of the walls. If it catches you, you die instantly.



This first hall is complicated by rock rubble on the floor. Run around or jump over these stones until you reach the first corner.

TIP

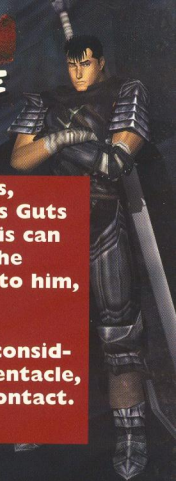
Surprisingly, it's faster to run around many obstacles than to jump over them. When jumping, you must recover when you land. Jump only when absolutely necessary.



At the first corner, you can take a breather. These corners and the first few meters of each corridor are safe areas; the tentacle doesn't begin until you start running down the halls.



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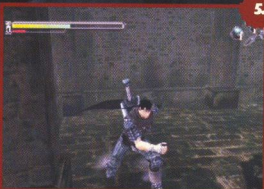
In this second leg of the foot race, you must navigate both fallen stones and a forest of Bloodweeds.



Touching these plants, however briefly, stuns Guts for a few seconds. This can be enough to allow the tentacle to catch up to him, or at least throw you off your rhythm. Bloodweeds also do considerable damage. Though you may escape the Tentacle, it is possible to die simply from Bloodweed contact.



Jumping near Bloodweeds is tricky and can lead to unintentional stunning. Avoid jumping except when absolutely necessary. Weave through the weeds quickly and nimbly.



You've reached the second corner. This too is a safe area. When you're ready, start down the next leg of the hallway.



The vegetation is even denser here. Choose your jumps even more carefully.



When you reach this final safe corner, you're almost out of danger.



Turn the corner and carefully weave through the last garden of Bloodweeds—here's nothing more demoralizing than dying within sight of the exit.



Pass through the double doors and prepare for the last episode, The Final Battle.

Episode 12: The Giant Tentacle Corridor

Sword of the BERSERK Guts' Rage

CINEMATIC



Rita and Guts burst into the Great Hall.



They find the Great Tree.



The Heart Casca found has enveloped her and grown to full size around her.



Guts is speechless.



The living plant rises to defend itself.

Episode 15: The Final Battle

SCENE 1

Enemies

Total: 1

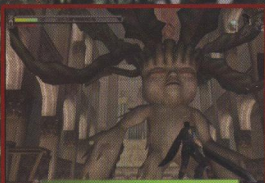
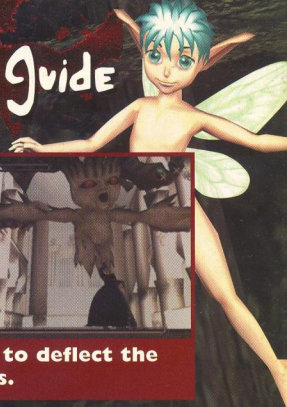
- The Great Tree

Power-ups

- None



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Guts must fight from a bridge of the Great Hall. The Tree floats in the Hall itself and can move up and down and in all four directions (though it stays mostly adjacent to the bridge, in sword range).



When the Tree spreads its arms and opens its mouth, it's about to emit its shriek.



Block to deflect the effects.



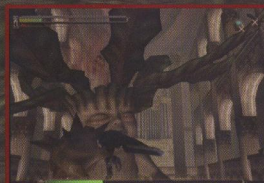
The Tree's main attack is to rise above you and drop suddenly with its spiky arms extended. To counteract this move, you must be aligned with the Tree's torso (between its arms) and be airborne as the arms strike the ground (a jump cut gets you out of danger and inflicts damage).



The hard part is placing yourself in the very narrow safe zone between the arms. You will be struck several times.



The Tree also drops seed pods from its arms. When these fruits rain toward you, simply move out of the way.



When the Tree floats low, it often swipes across the bridge with its arms. Jump to avoid.

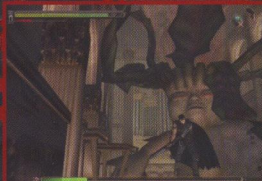
Episode 15: The final battle

SWORD of the BERSERK Guts' Rage

Episode 15: The Final Battle



Once you get the Tree below half its health, it exhibits several new attacks. In the first, it spits fast-moving balls from its mouth. Run ahead of the projectiles, slice, and jump to dodge them.



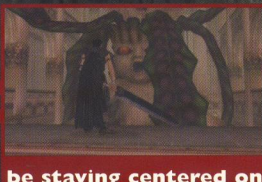
When you see the Tree's leaves moving toward you, run laterally across the bridge. The three front leaves smash to the ground in sequence, and you don't want to be under even one of them when they hit.



If the Tree is floating at long distance, don't be in front of it. It can lunge forward quickly, bringing its arms together in a painful clap. It often couples this attack with a salvo of spitballs.

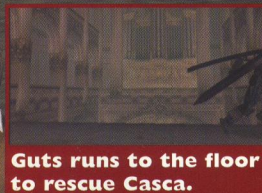


Finally, if you stand still too long, the Tree scoops you up with one of its leaves and literally squeezes the life out of you.

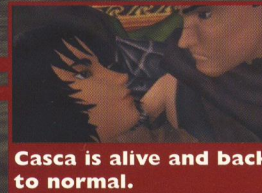


Your main strategy should be staying centered on the Tree's body, cutting it whenever you can, and avoiding its basic attacks. Do this, and the Tree's other attacks won't really come into play; just stick close to it whenever you can. If it moves away, keep moving until it gets into a position that you can exploit.

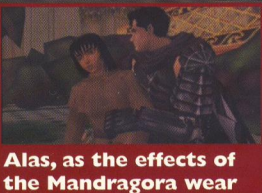
CINEMATIC



Guts runs to the floor to rescue Casca.



Casca is alive and back to normal.



Alas, as the effects of the Mandragora wear off, she returns to her sad, demented state.

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Guts' mark tells him that it's not over yet.



Balzac lies near death.



The amulet (a demonic relic known as the "Beherite") has other plans.



Balzac has transformed into a powerful netherworld demon with six heads.



Guts knows what needs to be done.

SCENE 2

Enemies

Total: 1

- Immortal Balzac

Power-ups

- None



The multiheaded demonic incarnation of Balzac is an unholy terror.



The front head (Balzac himself) is the most dangerous. He can hit you with several different double-axe swings.

Episode 15: The final battle

Sword of the BERSERK Guts' Rage

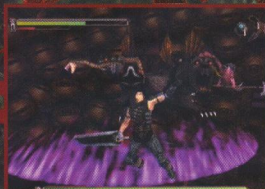
Episode 15: The Final Battle



The yellow head under Balzac opens its mouth and sucks in. Unless you jump to avoid its pull, you'll be drawn right into the maw of the beast.



The front head can also launch fireballs.



Any of Balzac's legs can stomp, creating a shock wave that hurts and knocks you off your feet.



Any of Balzac's legs can stomp, creating a shock wave that hurts and knocks you off your feet.



The Fish launches lethal bubbles.



The Snake strikes with its fangs.



The Hawk launches wind blasts.



And the Cat spits toxic gas.



If you focus on one of the animal heads, it inevitably slices off. But it regenerates, eventually.



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Pick one of the animal heads (the Cat and Dog are the easiest) and concentrate all your efforts on it. Move with it and try to stay slightly off to the side of it to avoid its attacks.



When the head comes off, unleash your biggest attacks on the exposed area. You can demolish the demon before the head returns.

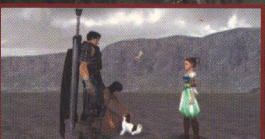


When you defeat Balzac's dark incarnation, the adventure is won.

Cinematic



The band walks through the town. There are no more Mandragorans, but ugly human nature seems to have persisted.



Farewells are said, and a young girl has learned an important lesson in sacrifice, dedication, and love.



Guts and his "family" depart for other lands.



Back in Balzac's castle, a mysterious figure—a mounted, skull knight—ominously lays claim to the Beherite ...

Sword of the BERSERK Guts' Rage

When you start *Sword of the Berserk* for the first time, your Prize Box (accessed via the Main Menu) is empty. To fill it with goodies, you must play through the game in its various modes.

This chapter will give you some idea of what is required to earn each prize and what each contains.

WORLD

WORLD		
Description of the Berserk World		
Eclipse Ceremony of Damnation	The Borderlands	Brand
Behelrite	Guts	CASCA
Puck	Griffin	Band of Hawks
The Disciples	Captain of Darkness	Wings of Darkness
The God Hand	ZODDO	Skull Knight
Knight of the Silver Dragon	Hawk of Light	Hawk of Darkness
EXIT		

This prize is the only freebie. Once you initiate your first New Game, this item appears in the prize box. It is a valuable resource on many of the characters and things you'll encounter in this installment of Guts' story and those who've played a role in his previous quests.

world of darkness where dreadful demons haunt him. Found alive beneath his dead mother, he learned to fight hard to survive. Casca now is his only love. Together they roam the land to cure her madness and find a home.

Eclipse: Ceremony of Damnation

A ceremony occurring only once every 216 years and marked by a solar eclipse, it signals the birth of a new "God Hand." It is also the time for the gathering of the "Disciples." In an orgy of fear and violence, the Disciples make sacrifices to hasten the transmigration of the innocents.

The Borderlands

This is the boundary world between this world and the netherworld. In the Borderlands, demons from the netherworld mingle with humans from this world. But the only humans that live there are those that have been sacrificed during the Eclipse. This gate is opened by the Behelrite.

Brand

This is the brand of darkness magically attached by Void, the leader of the God Hand. The Brand is evidence that the person was offered to the darkness and anyone thus branded will be forever hounded by demons. Branded humans also feel pain whenever powers of magic are near. Guts bears this accursed brand.

Description of the BERSERK WORLD

Guts, the grim swordsman in black wields his massive sword, the Dragonslayer. Guts lives in a



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Beherite

There are two types of Beherite, ordinary and scarlet. Scarlet Beherite is sometimes called the "Egg of Ascendancy." Persons who gain hold of Beherite can open a door to the world of the other dimension. It allows them to transmigrate from this world to the next and assume a demonic shell.

Guts

Guts is a man led by his neck brand to hunt demons. He has lost much in his life and his heart is troubled by dark feelings of rage and hate. Because he cloaks himself entirely in black, he is called the black swordsman and greatly feared as a killing machine.

Casca

She is the light to Guts' darkness. Like Guts, she survived the Eclipse massacre. She was the leader of the thousand-strong Band of Hawks. Once an agile warrior possessing sage wisdom, the shock of the massacre has robbed her of sanity. She is the only person Guts loves. He is now driven to restore her mind and memories of their love.

Puck

Puck is an elf who travels with Guts. Puck calls Guts his "iron castle" and proclaims ownership of him as his house. Even in the world of Berserk, elves are rarely seen any more. He calls himself male, but elves apparently don't really have a gender. His is an ally of Guts and helps to soften his rough personality.

Griffith

Chasing the dream that he had in his youth where he led an army of feared mercenaries, Griffith formed the Band of Hawks from famed warriors. He and the Hawks performed many feats of arms on the battlefield. They quickly became a feared army in the kingdom of Midland. He was a charismatic leader and brilliant strategist. Sadly, his lust for supreme power caused him to betray the Hawks to the God Hand.

Band of Hawks

An army of elite warriors, formed by Griffith, who never lost a battle. They are sometimes called the "Angels of Death" due to their insignia of a sword with wings. Early on after their formation, the Band of Hawks lacked manpower and resources, however, Casca and Guts transformed them into a legendary force.

The Disciples

Those souls in this world who were granted, through the Wheel of Fate, the gift of the Beherite, and who used it either in times of great need or great despair to open the door to the other dimension. It summons the God Hand and transmigrates the body into a fearful demon.



Sword of the BERSERK Guts' Rage

CREATURES of Darkness

This is the collective name for the monsters that live in the other dimension (spirit world), which is the opposite of this world. In the story, they may be referred to as "Zombies," "Undead Ones," or "Shapechangers." Pain and sorrow is what they unleash to mortals.

Wings of Darkness—femto

Fifth God Hand, equipped with huge dark wings and the strength of "Void," this is the form that Griffith transformed into when, in despair, he sacrificed his Band of Hawks to become a demon king. Zodd searches the land for able opponents to decimate. He also yearns to finish off Casca and Guts.

The God Hand

Everything about the God Hand—its power, its intentions...is a mystery. They lord over the Disciples with a supreme power. The God Hand Leader, "Void" seems to be at the center of the God Hand power base. When the Beherite assumes human form and cries out, Void casts a demon into the host.

Zodd

A demon of legend who often appears on battlefields, seeking out the strong for battle. He is known as "Immortal Zodd"

by mercenaries everywhere. He is so inhumanly strong that even when the Band of Hawks had both Griffith and Guts, they were completely overwhelmed by his attack.

Skull Knight

Wearing a skull helmet and skull armor, this mysterious knight carries a sword and shield emblazoned with the mark of the rose. His power is the match of Zodd's and he seems to be an opponent of the God Hand since he rescued Guts and Casca from the Hawk massacre.

Knights of the Sacred Chain

Charged by papal authority to research the legend of the Hawk of Darkness as recorded in Revelations, these knights have been pursuing Guts, thinking him to be the Hawk of Darkness due to the face that he is always present whenever magical beings appear.

Hawk of Light

He comes on the scene in a dream that large masses of people see. In the dream, the Hawk of Light descends from the sky to save people. Whether Zodd's conflict with the Hawk of Light resulted in him losing his horn is only rumored. He is the only being that can equal Void.

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Hawk of Darkness

The name of the Fifth Messenger who will herald in the Age of Darkness as prophesized in Revelations. "Lord of the sinning black sheep and King of the blind white sheep." What do these strange words portend?

Gallery



The Gallery contains eye-popping

portraits of the main characters of *Sword of the Berserk* and additional descriptions of their personalities and past. These "trading cards" are won by completing games in each difficulty level and by fighting in each of the Battle Arena modes. Press **A** to view the selected portrait. While viewing the portrait, press **A** again to see a brief description of its subject.

The Gallery contains portraits of:

- Guts
- Casca
- Puck
- Skull Knight
- Rita
- Eriza
- Balzac
- Annette
- Job
- Zodd
- Dunteth
- Beherite

Movies



If you wish to go back and

view any of the game's 30 major cinematic sequences, you can find them here. These movies are added as you seem them for the first time in games of any difficulty level. You must finish the game to have access to them all.

The available movies are:

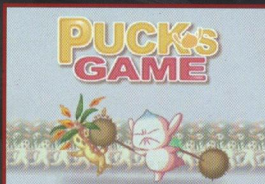
1. Prologue
2. Meeting
3. Opening
4. Metamorphosis
5. Balzac
6. Portrait
7. Mandragora
8. Attack
9. Pursuit
10. The Resistance
11. A Few Thoughts
12. The Village of the Mandragorans
13. Sister Eriza
14. Shadow of the Moonlit Night
15. In the Laboratory



SWORD of the BERSERK Guts' Rage

- 16. Heart of the Great Tree
- 17. Going Underground
- 18. The Great Tree
- 19. Destruction of Paradise
- 20. Warning of the Immortal
- 21. Chaos
- 22. Annette
- 23. Years Pass
- 24. Wheel of Fate
- 25. Casca's Way
- 26. Bad Dreams
- 27. Transmigration
- 28. Epilogue
- 29. Ending
- 30. Enter the Skull Knight

Puck's Game



This fun mini-game, won by completing the game in Easy mode allows you to pit the plucky elf and his mighty weapons against a swarm of dropping Mandrager Saplings.



You have two minutes to survive the assault.

Turn using the analog stick and press **A** to attack. Each time a sapling lands and takes root, it adds to your damage meter (at the bottom). If you can survive two minutes without incurring maximum damage, you win.

The faster you win, the greater your high score.

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The Battle Arena



The Battle Arena allows

you to select from 9 special combat games in which you fight for fastest time and high score. This option becomes available when you complete the game in Normal mode. Playing each of these battles for the first time adds a portrait to your Gallery.

The arenas are:

Job Battle



Repeat your fight with Job in the town square. Time: 2 minutes.

Great Tree—Zodd Battle



Reprise your encounter with the boss in Under the Church. Time: 2 1/2 minutes.

Zodd Battle



Rematch against the powerful Zodd in the Mandragoran village. Time: 3 1/2 minutes.

Baron Balzac Battle



Defeat the evil Baron Balzac again in his throne room. Time: 3 minutes.

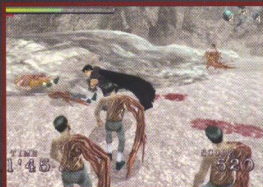
SWORD of the BERSERK Guts' RAGE

Great Tree—Case 3 Battle



Fight the Great Tree for a repeat of one of the game's final encounters. Time: 3 1/2 minutes.

TIME ATTACK A



Fight against wave after wave of Mandragorans in the Episode 1 battle arena (the bandit fight). Time: 2 minutes.

TIME ATTACK B



Decimate a sea of Mandragorans in the main square of their village. Time: 2 minutes.

TIME ATTACK C



Do battle with Balzac's army of guards (Lieutenants, Dagger Guards, Stilettoes, etc.) in the town square (same site as the Job Battle). Time: 2 minutes.

Disciple Balzac Battle

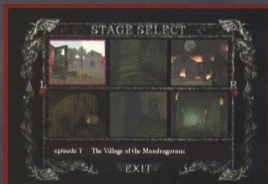


Face off again versus Balzac's demonic incarnation. Time: 3 1/2 minutes.



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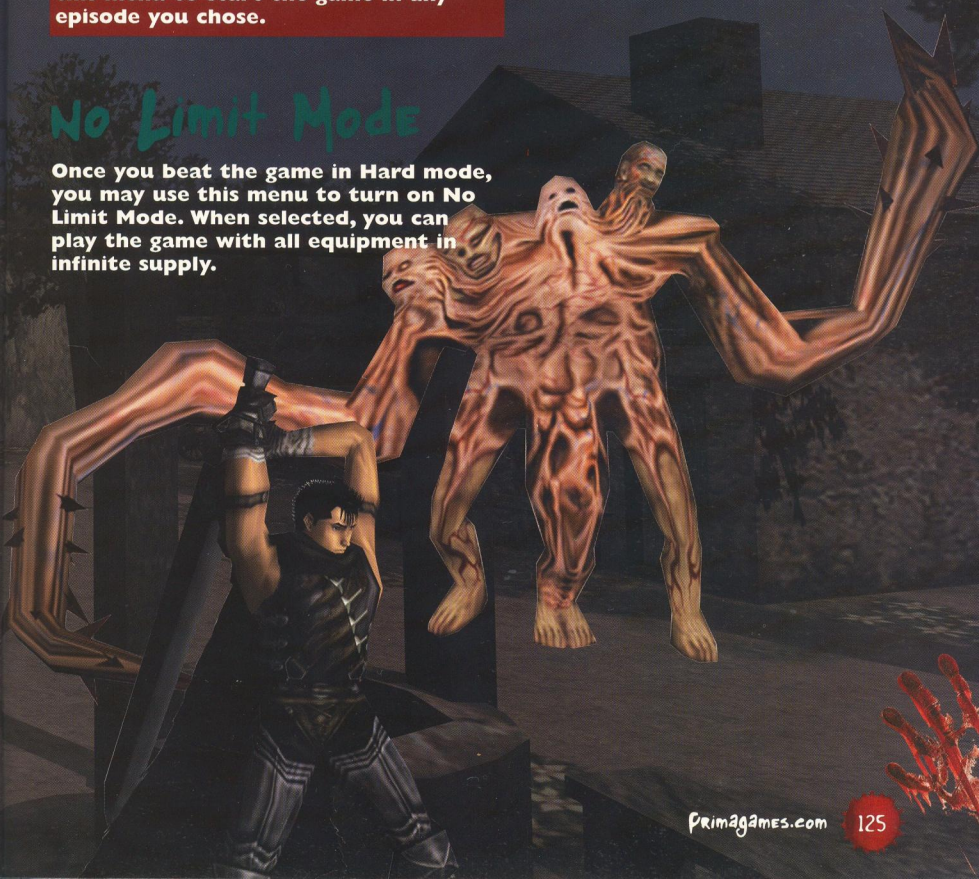
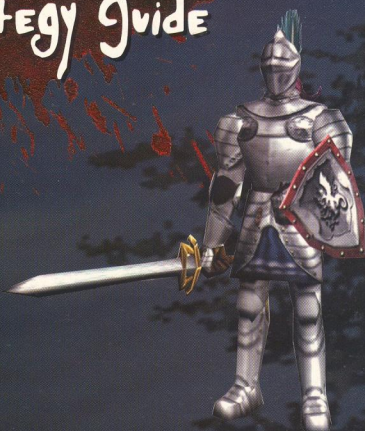
Stage Select



If you defeat the game in Hard Mode, you can use this menu to start the game in any episode you chose.

No Limit Mode

Once you beat the game in Hard mode, you may use this menu to turn on No Limit Mode. When selected, you can play the game with all equipment in infinite supply.



Prize Box

Mummies. The Undead. Ancient Curses.
What's a nice girl to do?

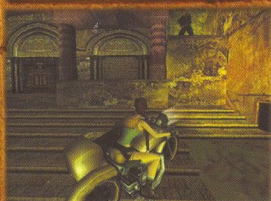
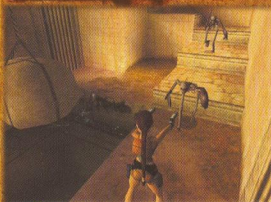
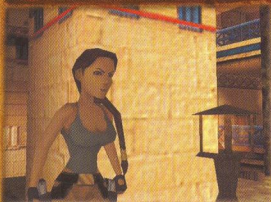
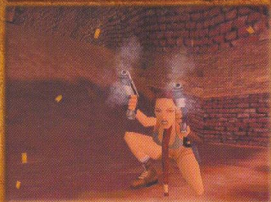
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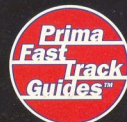
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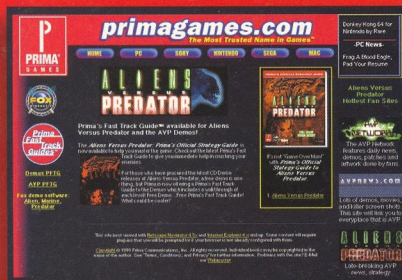
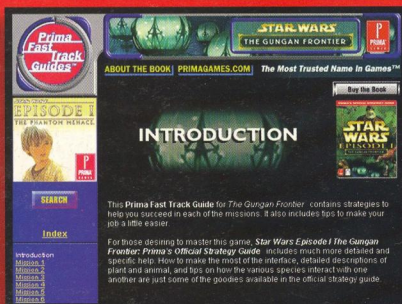
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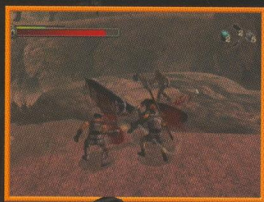
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